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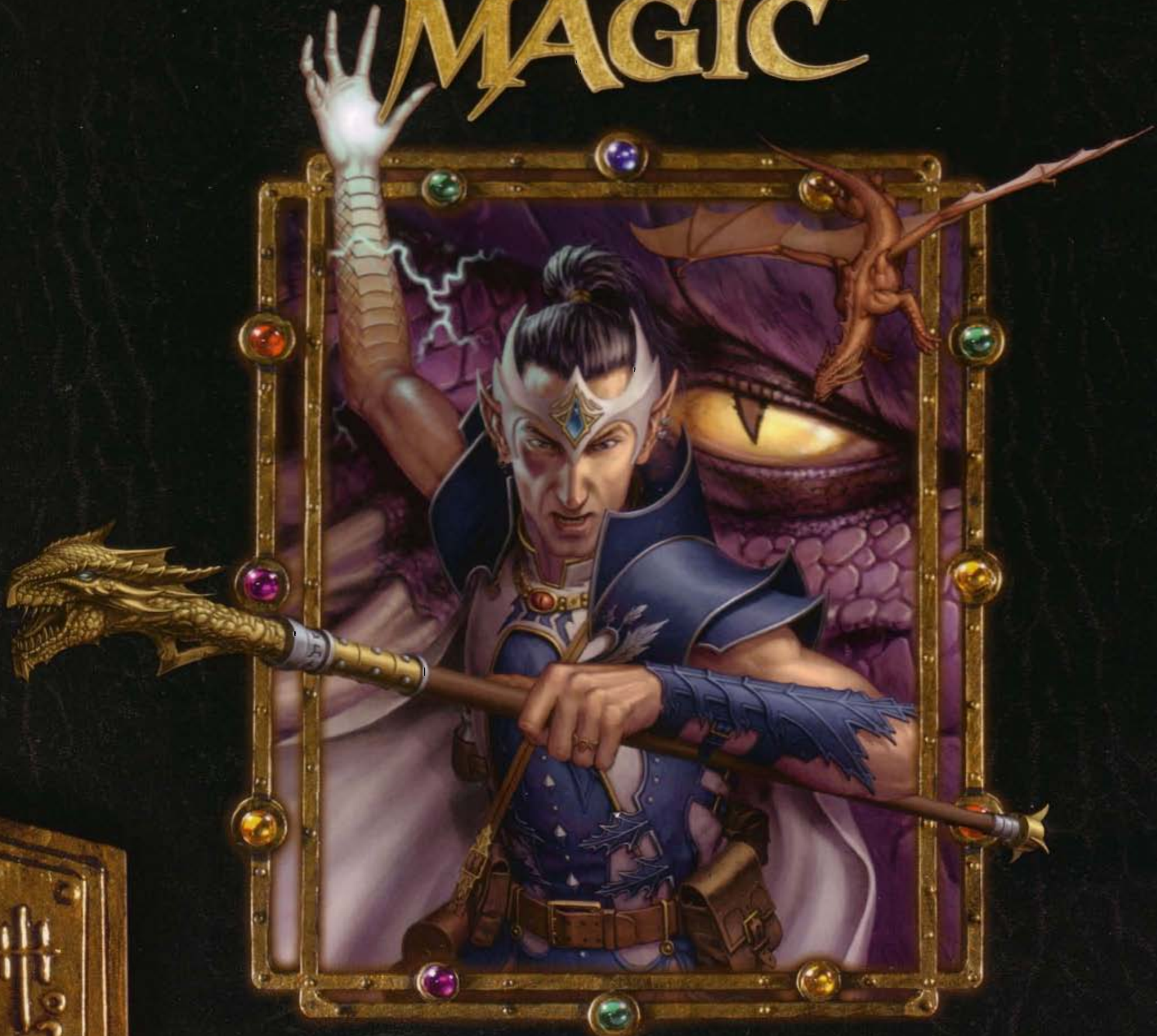
DRAGON MAGIC™



Owen K.C. Stephens and Rodney Thompson

DUNGEONS & DRAGONS®

DRAGON MAGIC™

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Introduction

Ember moved quietly from behind the rocks blocking the path down into the valley. Her comrades watched her with eager eyes, waiting to hear about what she had seen on her scouting mission.

"It is as Soveliss feared. The tracks belong to a dragon, a lair-sized red. It sits at the foot of the mountain, at the entrance to the valley. It seems to be protecting the valley, as if it had some reason to watch over the towns below. I even saw a caravan pass by it, and the red made no effort to demand tribute or consume their horses."

"It's not the only dragon in these mountains" Soveliss whispered with sudden urgency. "Look!"

The other adventurers followed the line of his pointing finger. A large lizard, wingless but clearly dragonlike in nature, had crept into view among the rocks above their camp. No larger than a horse, the wingless dragon reacted to their sudden recognition of its presence by starting to crawl down the mountainside toward them.

"If it's a fight the monster wants..." Krusk growled, drawing his axe with one easy motion.

"You have no need of your weapons," rang out a voice from behind the wingless dragon. A woman in scale armor stepped out from behind the creature, placing a hand gently on its shoulder. "Fersyl is my friend and companion. He attacks only my foes, and I hope you shall not be among them."

Hennet moved up and spoke to the Visitor in Draconic.

"Are you a sorcerer, perhaps, or a dragon in human form?"

The woman replied in the same tongue.

"I am no spellcaster, and my true form is as you see it. My name is Tatiana, and I am dragontouched."

Hennet switched back to the common language.

"What is a dragontouched, and why do you spy on our camp?"

Tatiana smiled grimly.

"Time enough to learn what I can do later, spellslinger. I am here for the sake of the same cause that has drawn you, though I see you do not yet understand what has happened. The red dragon in the valley is but a knight in the service of the new king of these lands. The red is a powerful foe to be sure, but one just learning the dragon magic known by the Scaled King."

"Dragon magic?" asked Hennet, his voice revealing his interest.

Tatiana smiled again.

"Oh, yes, sorcerer. Many creatures that have come to this realm with the new king know the magic of dragons. And you are going to need my help to deal with them."

THE DRAGONBLOOD SUBTYPE

Races that have a strong affinity to dragons are of the dragon blood subtype. (This method of classification, introduced in *Races of the Dragon,* is referred to frequently in this book.) Spells, effects, powers, and abilities that affect or target dragons also affect dragonblood creatures. The subtype qualifies a creature to use magic items normally only usable by dragons, and it qualifies the creature to take feats that have the subtype as a prerequisite.

The dragonblood subtype does not confer the dragon type or any traits associated with that type. For instance, it does not give a creature frightful presence.

Dragons automatically qualify for any classes, prestige classes, racial substitution levels, feats, powers, or spells that require the dragonblood subtype. If a creature acquires the dragon type, it loses the dragonblood subtype.

WHAT IS DRAGON MAGIC?

In most D&D campaigns, dragons are detached from the rest of civilization. They live in distant places and show little regard or interest for the communities of humans and other tiny creatures that inhabit "their" world. Notable exceptions exist—the polymorphed silver dragon that befriends humans, the rampaging red dragon that preys on remote settlements. However, by and large, dragons in the D&D game keep mostly to themselves.

Dragon Magic changes the way dragons are used in a D&D campaign by suggesting a stronger connection between them and the various humanoid races (humans, dwarves, elves, and such). This book presupposes a world in which the dragons are actively invested, one in which dragons openly share their magical secrets with humans and the other core races. Using the details in this book, you can:

- Play a gnome sorcerer who has learned ceremonial rituals from a brass dragon, enabling him to adopt dragonlike characteristics.
- Adventure in a kingdom ruled (or tyrannized) by dragons.
- Play a half-elf dragonmaster who has learned secret magic auras from a silver dragon covenant and won the trust of a trusty drake companion.
- Play a half-orc fighter who has weathered the tyranny of a red dragon long enough to master some new dragon-related feats.

At its core, *Dragon Magic* is all about what happens when "lesser" races form loose pacts or associations with dragons and learn the creatures' ancient secrets.

Dragon Magic includes new options for characters who wish to be more dragonlike, including a new standard character class, level substitutions, rituals, auras, organizations, feats, and prestige classes. It also has advice for running more dragon-based campaigns, draconic locations, dragonblood monsters, as well as a selection of new dragon-themed powers: spells for arcane and divine casters, invocations for warlocks, soulmelds for meldshapers, and psionic powers for psions.

WHAT YOU NEED TO PLAY

Dragon Magic makes use of the information in the three D&D core rulebooks—*Player's Handbook* (PH), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). In addition, it refers to or draws upon material presented in several D&D supplements, especially *Draconomicon* and *Races of the Dragon.*

Although having of any or all of the supplements referenced herein will enhance your enjoyment of *Dragon Magic,* they are not strictly necessary. In many cases, the details you need to make use of a particular creature or rule from another source are provided in this book.

CHAPTER ONE

DRAGONBOUND HEROES

Illus. by R. Horsley

Except in a few rare situations, dragons are not heroes. That job is left to the mortal races—the adventurers, soldiers, and champions who involve themselves in world-shaking events on a daily basis. In truth, even the least powerful dragons have greater concerns than the petty squabbles and so-called quests of lesser races. And yet, many characters show signs of draconic influence, particularly in campaigns where dragons are prevalent. These characters either have draconic ancestry or simply feel the social and cultural influence of dragons in their lives.

Powerful creatures imbued with the magical energies that flow through the world, dragons can warp the fabric of reality simply through their existence. Their innate magic can twist and alter the way nature takes its course, and the mere presence of a dragon nearby can grant ordinary humanoid children strange powers. Moreover, when dragons take an active hand in the lives of mortals, they can actually shape these changes, carefully altering the destinies of lesser creatures in ways even the most powerful wizards cannot.

Communities that have dragon overseers (or overlords) who meddle in the lives of their citizens produce heroes rich in draconic legacy. Other champions trace their origins to eons past when their ancestors crossed paths with mighty drakes, irrevocably changing their lives and those of their descendants. This influence is not always proof of breeding between the races; dragons can simply shape the culture and beliefs of a community through regular contact. Regardless of the seeds of draconic influence, many characters owe their unique abilities and knowledge to the great creatures. These mortals are far more than typical adventurers; they carry the regal power of dragons with them wherever they roam.

Dragonbound heroes might relish or resent their heritage. Some defy dragons that involve themselves in the lives of mortals, while others seek them out for wisdom or arcane lore. Still others feel the residual effects of this legacy without knowing it exists, believing their odd powers or characteristics to be "just the way things are." Of course, characters whose physical appearance distinguishes them from others of their race have a more difficult time ignoring their special status, and might face prejudice and scorn.

RACES OF THE DRACONIC REALM

With the influence of dragons felt in nearly every aspect of adventurers' lives, it comes as no surprise that dragons have altered the mortal races themselves. Through cultural, magical, and biological means, dragons have created entirely new subraces and societies that are unique and distinct from the standard races. The following new subraces are suitable for any campaign in which dragons have fundamentally affected the mortals of the world.

SILVERBROW HUMANS

Silver dragons relish humanoid form and enjoy many of the same daily pleasures as humans. Long ago, communities of humans welcomed disguised silver dragons into their villages, not knowing the truth about their new neighbors. In these communities, which were often secluded and small, half-dragon children became common as the dragon visitors married their human friends. The silver progenitors went to great lengths to hide their children from the rest of the world, citing "curses" or "deformities" as an excuse for their physical differences. Despite the occasional discovery, they managed to hide their half-breed offspring long enough to teach them to take humanoid form magically. These children in turn became members of the community, and thus followed generation after generation with the mixed blood of humans and silver dragons.

Over time, the overt draconic physical characteristics faded. leaving human-looking children with silver dragon bloodlines. Eventually, the dragons themselves departed these communities, leaving behind a strong draconic heritage in mostly human descendants. Because they exhibit one of the more common physical signs of draconic heritage—a silver streak or highlights in the hair—they came to be known as silverbrow humans.

Otherwise, silverbrow humans are identical to the humans described in the *Player's Handbook,* except as noted below.

—Dragonblood Subtype: Silverbrow humans are of the dragonblood subtype (see page 4).

—*Feather Fall* (Sp): A silverbrow human can use *feather fall* once per day, plus one additional time per day for every 5 Hit Dice he has.

—No Bonus Skill Points: Silverbrow humans don't have the aptitude for learning that standard humans have.

—Disguise Aptitude: Silverbrow humans have a +2 racial bonus on Disguise checks, and Disguise is always considered a class skill. Their ancestors' need to guard their identities against those who feared or hated them has become second nature to silverbrow humans.

DEEPWYRM DROW AND HALF-DROW OF FAERÛN

Deep dragons (described in *Monsters of Faerûn*) are among the most dangerous hunters in the Underdark. Thanks to their ability to assume humanoid form, they frequently interact with other denizens of these shadowy tunnels while posing as drow. In this guise, deep dragons explore dark elf communities and forge powerful alliances, often without the drow realizing the truth about their new partners.

In some cases, these relationships produce half-dragon offspring, and these bloodlines have a way of manifesting themselves in later generations as deepwyrm drow. Such drow are typically sinuous in build, with skin that has maroon Or purple highlights.

Otherwise, except as noted below, deepwyrm drow are identical to the drow described in the *Monster Manual,* and deepwyrm half-drow are identical to the half-drow described in *Races of Faerûn.*

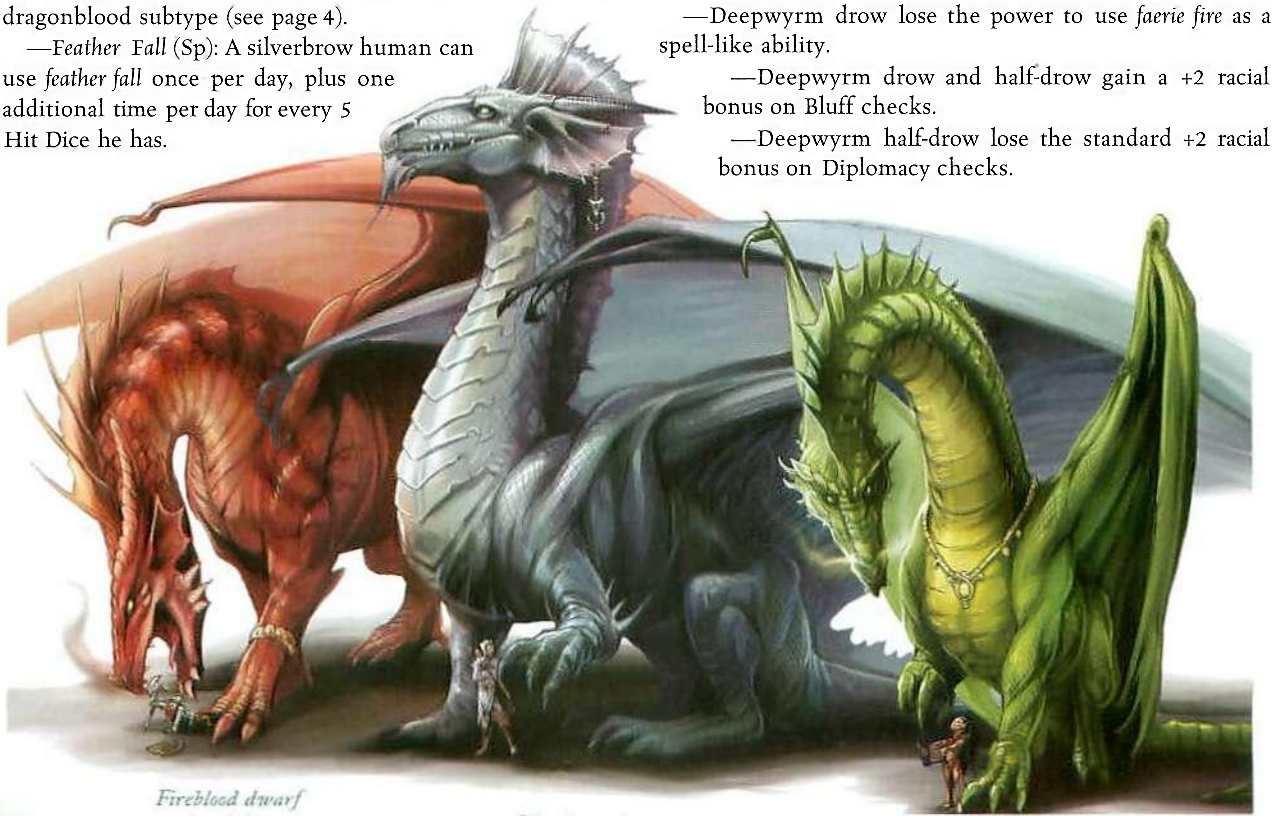
—Dragonblood Subtype: Deepwyrm drow and half-drow are of the dragonblood subtype (see page 4).

—Spell-Like Abilities: 3/day—*detect magic,* 1/day—*disguise self.* The caster level for these effects is equal to the character level of the deepwyrm drow or half-drow.

—Deepwyrm drow lose the power to use *faerie fire* as a spell-like ability.

—Deepwyrm drow and half-drow gain a +2 racial bonus on Bluff checks.

—Deepwyrm half-drow lose the standard +2 racial bonus on Diplomacy checks.

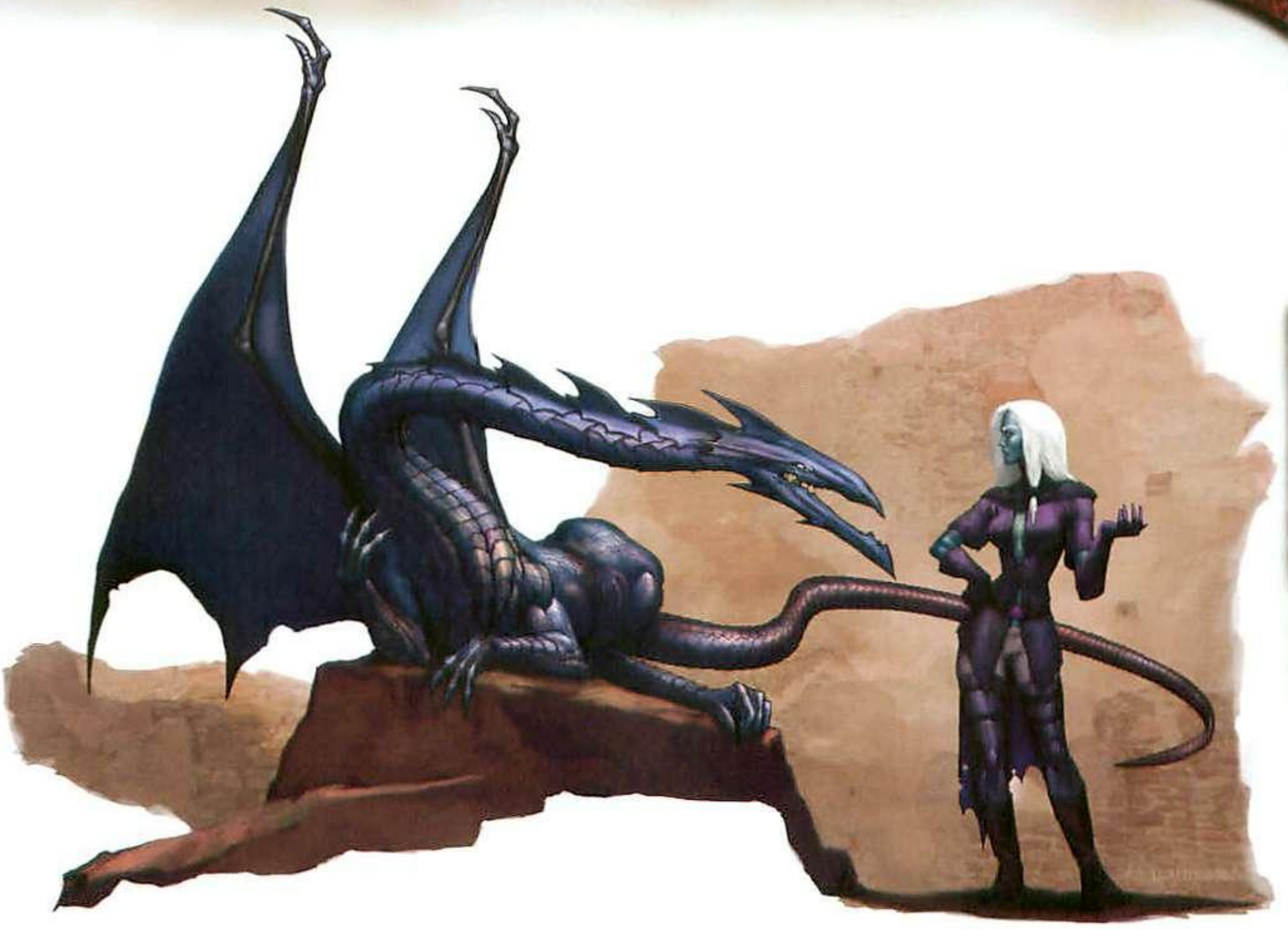


Fireblood dwarf and red dragon

Silverbrow human and silver dragon

Forestlord elf and green dragon

Illus. by E. Widermann



Illus. by F. Tsai

A deep dragon and a deepwyrm drow engage in dialogue

—Deepwyrm drow and half-drow lose the standard +2 racial bonus on Will saves against spells and spell-like abilities.

FIREBLOOD DWARVES

All dwarves bore into the earth to make their homes, but few dig as deep as the ancient Fireblood clan. Particularly fond of using dormant volcanoes as the entrances to their homes, these dwarves followed volcanic trails and tunnels in search of greater access to the world's depths. Unfortunately, this led to a horrific encounter with a nest of red dragons. Outraged at the intrusion, the greedy dragons enslaved the entire clan of dwarves. Instead of mining gold and gems for the love of beauty and creation, the dwarves now labored for the dragons.

Over time, the dwarves of the Fireblood clan began to take on certain aspects that differentiated them from others of their kind. No one knows if this was due to interbreeding with dragons, natural mutation, or a magical effect. The result, however, is an offshoot of the dwarf race singularly adapted to high temperatures—and to battling dragonkind.

The Fireblood clan long ago won its freedom, but hatred of red dragons (and by extension, evil dragons in general) still burns in their souls. Descendants of these dwarves intermarried with other dwarf families, spreading the bloodline across many clans. Thus, a modern fireblood dwarf can be born to any dwarf parents.

Fireblood dwarves appear much the same as standard dwarves but have dark, red-brown skin. Most are bald and have only the faintest of beards; their close proximity to the flames deep beneath their volcanic homes tends to burn excess hair away.

Otherwise, fireblood dwarves are identical to the dwarves described in the *Player's Handbook*, except as noted below.

—Dragonblood Subtype: Fireblood dwarves are of the dragonblood subtype (see page 4).

—Dragon Dodge: Fireblood dwarves gain a +4 dodge bonus to Armor Class against creatures of the dragon type. In memory of their ancestors, fireblood dwarves train from an early age to avoid surprise attacks from treacherous dragons. Anytime a fireblood dwarf loses his Dexterity bonus (if any) to Armor Class, such as when he is caught flat-footed, he loses this dodge bonus, too.

—Resistance to Fire 5: Fireblood dwarves have an exceptional tolerance for heat and fire, inherited from their enslaved forefathers.

—Fireblood dwarves do not have the standard dwarf +2 racial bonus on saving throws against poison. The environment of their ancestors was free of such subtle means of attack, so fireblood dwarves are no more resistant to poison than other races.

—Fireblood dwarves do not have the standard dwarfs +4 dodge bonus to Armor Class against creatures of the giant type.

FORESTLORD ELVES AND HALF–ELVES

Like most sylvan races, elves are in tune with the natural world, and this attunement extends to dragonkind as well. In ancient times, certain elf tribes made pacts with powerful green dragons, which in turn used their magic to imbue the elves with strange new abilities. Though the forest lord elves did not worship these evil dragons, the two groups crafted peace accords that remain in force to this day, long after those who forged the treaties died.

Any descendant of a forestlord elf (including half-elves) can also be a forestlord elf, even if she never agreed to the ancient pacts. However, the forestlord traits are unpredictable, and no one is ever certain if they will manifest in any given elf or half-elf child.

Forestlord elves are easily distinguishable from standard elves by their smooth green skin, similar to the color of a green dragon's scales. Most also have green hair, though it ranges from brown to white on occasion. Otherwise, except as noted below, forestlord elves are identical to the elves described in the *Player's Handbook*, and forestlord half-elves are identical to the half-elves described in the *Player's Handbook*.

—Dragonblood Subtype: Forestlord elves and hall-elves are of the dragonblood subtype (see page 4).

—Treewalk (Su): A forestlord elf or half-elf can transport herself between trees in much the same way that dryads and druids can. Once per day, a forestlord elf can enter a tree by touching it as a move action; once inside the tree, she instantly transports to any other tree within 60 feet. The forestlord elf appears in a square adjacent to the second tree at the beginning of her next turn. When a forestlord elf or half-elf reaches 5 Hit Dice, and for every 5 HD thereafter, she gains one additional use of this ability per day.

—Class Skills: Hide is a class skill for forestlord elves and half-elves.

—No bonus on saves against enchantment spells or effects. A costly part of the ancient pacts required the elves to forgo their innate resistance to enchantments.

—Forestlord elves do not have proficiency with the longsword, rapier, longbow, or shortbow. They spend more time communing with nature and less rime practicing with these traditional weapons.

—Forestlord half-elves have no bonus on Diplomacy or Gather Information checks. Cooperation comes less naturally to these characters.

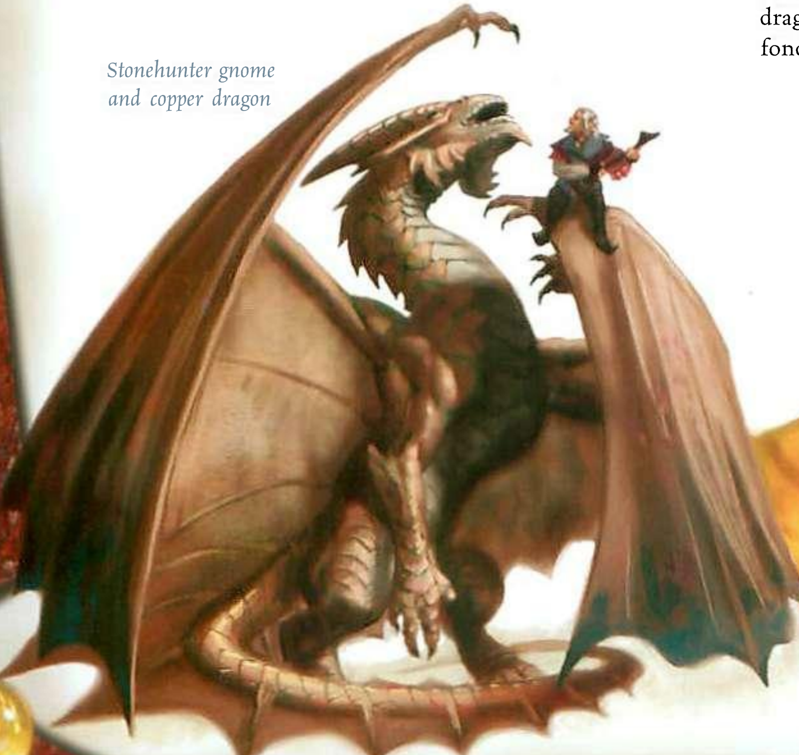
—Forestlord Pact: Any forestlord elf or half-elf who attacks or otherwise attempts to harm a green dragon loses her treewalk ability for 24 hours. During that time, the character also takes a –1 penalty on attack rolls, caster level or manifester level, and saving throws.

—Favored Class: Sorcerer. A multiclass forestlord elf or half-elf's sorcerer class does not count when determining whether she takes an experience point penalty (see XP for Multiclass Characters, PH 60). This class replaces the standard elf's favored class, wizard.

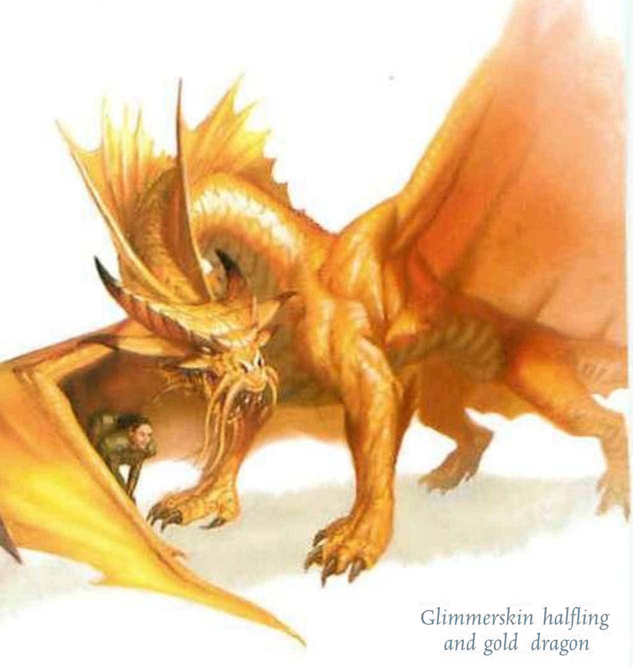
STONEHUNTER GNOMES

One of the few races considered to be fast companions of any kind of drake, stonehunter gnomes are the favored people of copper dragons. Since the coppers' love of pranks, mischief, riddles, and puzzles fits in well with the gnomes' outlook on life, it comes as no surprise that the dragons would associate with the smaller race. The gnomes who return this sentiment are known as stonehunters, a moniker derived from the fact that the two races frequently meet to hunt together. In fact, copper dragons often make their lairs beneath stonehunter gnome villages. Over generations, the gnomes grow more dragonlike in appearance, while the dragons become fonder of the mortals.

Illus. by E. Deschamps



Stonehunter gnome and copper dragon



Glimmerskin halfling and gold dragon

Stonehunter gnomes have very dark skin that rakes on a coppery sheen in the sunlight. They build their homes in rocky hills, close to the favored environment of their dragon allies, and are renowned for their hunting skills and the extravagance of their parties and celebrations.

Otherwise, stonehunter gnomes are identical to the gnomes described in the *Player's Handbook*, except as noted below,

—Dragonblood Subtype: Stonehunter gnomes are of the dragonblood subtype (see page 4).

—Hunters Insight: As frequent hunting companions of great copper dragons, stonehunter gnomes quickly develop the skills necessary to track down their prey. They have a +2 racial bonus on Climb and Survival checks as a result of their upbringing.

—Stonehunter gnomes do not have the standard gnome's +2 saving throw bonus against illusions, nor do they add +1 to the Difficulty Class of illusion spells they cast. Stonehunter gnomes care little for illusions and instead spend the majority of their time honing their hunting skills.

—Favored Class: Ranger. A multiclass stonehunter gnome's ranger class does not count when determining whether he takes an experience point penalty (see XP for Multiclass Characters, PH 60). This class replaces the standard gnomes favored class, bard.

GLIMMERSKIN HALFLINGS

Gold dragons hate injustice and foul play, but few things aggravate them more than the tyranny of the strong over the weak—or the small. When a gold dragon's territory includes or is near a halfling village, the dragon quietly appoints itself the settlement's protector, guarding it from threats too great for the halflings to defeat. Seldom do the villagers learn of the dangers that never come to pass, and even more rarely do they discover the true identity of their guardian.

The dragon often walks among its charges, appearing as a traveler, a harmless animal, or a newly arrived halfling seeking to settle in the village. Though any serious relationships that result are short-lived (from the dragon's point of view), the descendants of such couplings bear signs of draconic heritage for many generations.

Glimmerskin halflings typically have a warm, golden sheen to their complexion, and their eyes inevitably hold metallic flecks of gold. They commonly display traits of nobility and bravery, standing up against threats of any nature.

Otherwise, glimmerskin halflings are identical to the halflings described in the *Player's Handbook*, except as noted below.

—Dragonblood Subtype: Glimmerskin halflings are of the dragonblood subtype (see page 4).

—Touch of Luck: Once per day. a glimmerskin halfling can grant himself or any ally within 30 feet a +2 luck bonus on a single saving throw. Using this ability is an immediate action and must be announced before the roll is made.

—Class Skills: Heal is a class skill for glimmerskin halflings.

—No Move Silently Bonus: Glimmerskin halflings don't share the standard halflings penchant for stealth.

VILETOOTH LIZARDFOLK

Many lizardfolk tribes forge alliances with black dragons because they share similar habitats. Over generations, some tribes come to worship these dragons, and this close relationship often results in a mingling of the bloodlines. The legacy of these dragons still lingers today. In some cases, entire tribes share this bloodline, while in other cases, it manifests randomly among standard lizardfolk. Regardless, these individuals are known as viletooth lizardfolk.

Viletooth lizardfolk are thin or even scrawny compared to others of their kind. They always have patches of black scales, and some have hides of pure ebony. Viletooth lizardfolk have large eyes and frequently grow short, curved horns resembling those of their draconic ancestors.

Otherwise, viletooth lizardfolk are identical to the lizardfolk described in the *Monster Manual*, except as noted below.

— +2 Constitution: A viletooth lizardfolk is less muscular than other lizardfolk but inherits some of a black dragon's cunning. This ability score modifier replaces the standard lizardfolk ability score modifiers.

—Dragonblood Subtype: Viletooth lizardfolk are of the dragonblood subtype (see page 4).

—Acid Bite (Su): A viletooth lizardfolk's bite attack deals 1d6 points of acid damage in addition to its normal damage.

—Water Breathing (Ex): Viletooth lizardfolk can breathe underwater indefinitely.

—Class Skills: Move Silently is a class skill for viletooth lizardfolk.

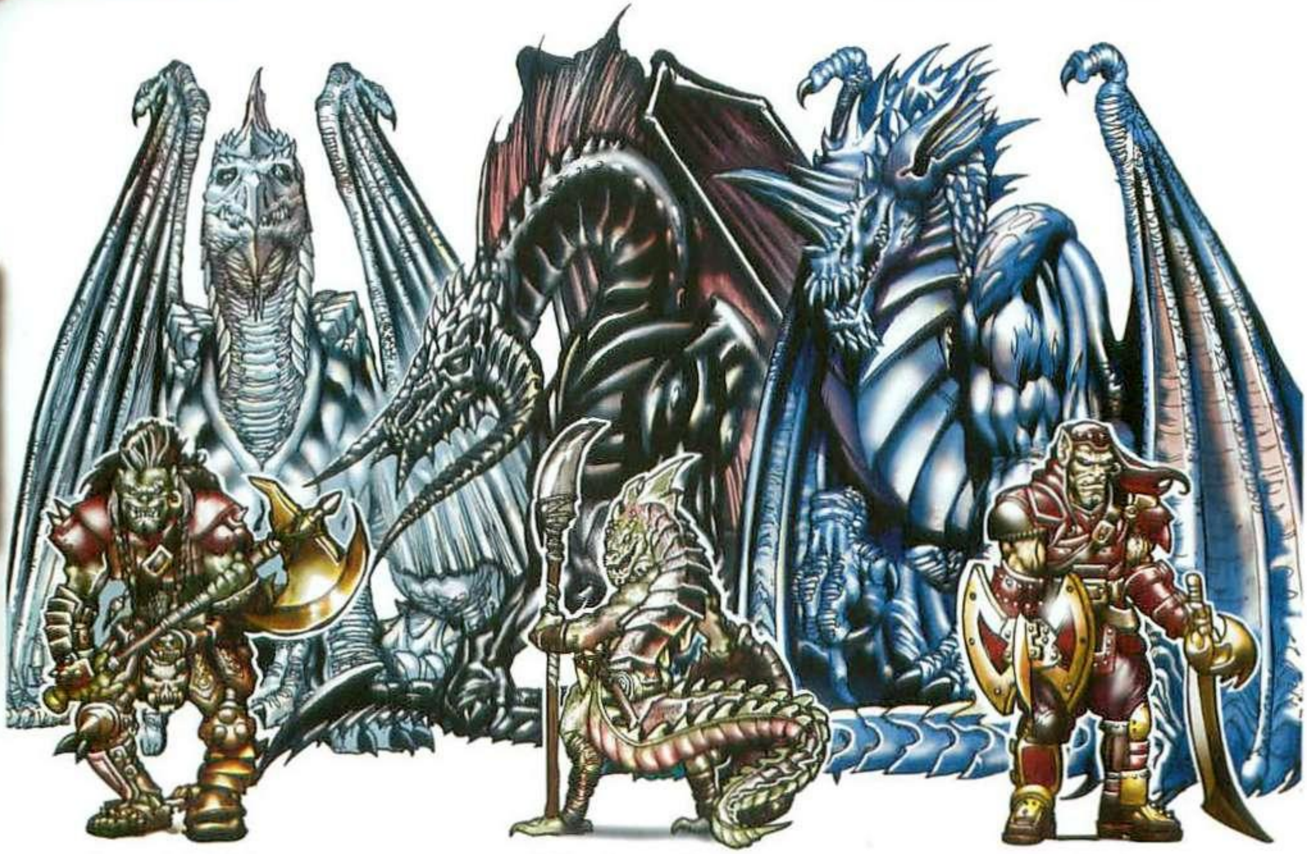
—No Hold Breath Special Quality: Viletooth lizardfolk don't share the standard lizardfolk's ability to hold its breath longer than normal.

SUNSCORCH HOBGOBLINS

Hobgoblins often ally with powerful dragons, supplying the drake with treasure and sometimes a lair in exchange for assistance in battle. Of all the chromatic dragons, blue dragons are the most common hobgoblin allies. Their territories often overlap, with the hobgoblins settling in hilly or broken lands adjoining deserts controlled by blue dragons, and both races recognize that alliances are more productive than rivalries. Mighty blues often "adopt" a nearby tribe of hobgoblins, while stories tell of tribes that raise wyrmling blue dragons to adulthood over many generations.

Although physical relationships between the two races are unusual, the priests of the Sunscorch tribe of hobgoblins developed divine rituals that allowed them to take on draconic characteristics. The original tribe has long since disappeared, but the traits created by these rituals linger in the hobgoblin race. The birth of a sunscorch hobgoblin is considered a powerful omen, though whether it bodes great fortune or ill tidings depends on how threatened the tribe leaders feel about the new arrival.

Sunscorch hobgoblins appear much like their fellows, except for their brilliant azure eyes. They display exceptional cunning and patience, but often share the vanity of blue dragons. They have a natural love of power: when a sunscorch



Sunscorch hobgoblin and blue dragon

Viletooth lizardfolk and black dragon

Frostblood orc and white dragon

Illus. by D. Bircham

hobgoblin isn't leading a warband or tribe, he is likely the voice of wisdom behind its leader.

Otherwise, sunscorch hobgoblins are identical to the hobgoblins described in the *Monster Manual*, except as noted below.

— +2 Constitution, +2 Wisdom: Sunscorch hobgoblins display exceptional insight and share their fellows' toughness, but they aren't as agile as standard hobgoblins. These ability score modifiers replace the standard hobgoblin ability score modifiers.

—Dragonblood Subtype: Sunscorch hobgoblins are of the dragonblood subtype (see page 4).

—Sunscorch hobgoblins have a +2 racial bonus on Bluff checks because of their natural ability to deceive their enemies.

—Sunscorch hobgoblins are inured to the environmental hazards of the blue dragons' home. They have a +2 racial bonus on Fortitude saves to avoid nonlethal damage from heat (see Heat Dangers, DMG 303).

FROSTBLOOD ORCS AND HALF-ORCS

Hailing from the frigid north and among the most savage of warriors, frostblood orcs trace their origins to barbarian hunters who both revered and hunted white dragons. In ancient times, some primitive orc tribes considered white dragons to be the supreme prey in the brutal frostfell of their homeland, valued highly due to the scarceness of other bounty. When scouts spotted a white dragon, the tribes' fiercest warriors gathered for hunting expeditions that lasted for weeks or months at a time, after which they would return home with the dragon carcass—or wouldn't return at all. Victorious warriors carried out rituals in which they drank the blood of the white dragon they killed, a process that somehow altered their race over generations and imbued them with the essence of the very creatures they hunted. Some half-orcs also display these traits.

Modern frostblood orcs still hail from the north but have since joined the rest of civilization, if only outlanders. They have pale white skin and catlike eyes, with stringy white or gray hair that grows quickly.

Otherwise, except as noted below, frostblood orcs are identical to the orcs described in the *Monster Manual*, and frostblood half-orcs are identical to the half-orcs described in the *Player's Handbook*.

—Dragonblood Subtype: Frostblood orcs and half-orcs are of the dragonblood subtype (see page 4).

—Resistance to Cold 10: Because their ancestors ingested the blood of great white dragons, all frostblood orcs and half-orcs are naturally resistant to damage from cold-based attacks.

—Endurance: Frostblood orcs and half-orcs have Endurance as a bonus feat. If a frostblood orc or half-orc would later gain Endurance as a bonus feat, he can select any other feat for which he qualifies.

—Vulnerability to Fire: Frostblood orcs and half-orcs share the white dragon's vulnerability to fire-based attacks.

DRACONIC CLASS FEATURES

Often, dragons affect not only the races of the world but also how adventurers develop over time. Barbarians in a dragon-heavy region might not behave the same way as barbarians from a realm with fewer terrible wyrms, and the same goes for many other classes. This section provides alternative class features for standard classes from the *Player's Handbook* and other sources.

Alternative class features replace class features found in the original class description. If you have already reached or passed the level at which you can take the feature, you can use the retraining option described in *Player's Handbook* II to gain an alternative class feature in place of a standard feature gained at that level.

The format for alternative class features is summarized below.

ALTERNATIVE CLASS FEATURE NAME

A general description of the ability and why you might want to consider it.

Class: The class or classes whose members can select this class feature.

Level: The level or levels at which you can select this class feature. You can select a feature only at the indicated level(s), not at a higher level. In some cases (such as the drakken familiar class feature), different levels are noted for different classes.

Special Requirement: Any special requirements you must meet before selecting the class feature. If the feature has no special requirements, this entry is absent.

Replaces: The ability you must sacrifice to gain the class feature.

Benefit: The game effects of the new ability.

ASPECT OF THE DRAGON

Most druids revere animals as emblems of the natural world, but a few consider dragons even more deserving of their attention. Those who feel this way show their respect by mimicking physical or mental aspects of dragonkind instead of taking the forms of lesser creatures.

Class: Druid.

Level: 5th.

Replaces: If you select this class feature, you do not gain wild shape (or any later improvements to that class feature, except for the ability to wild shape into an elemental).

Benefit: You can take on aspects of dragonkind. Taking on one or more aspects is a swift action, and the effect lasts for 1 hour or until you dismiss it (a free action). The various aspects are described below.

At 5th level, you can have only one aspect in effect at a time. At 8th level, you can take on up to two aspects simultaneously. At 11th level, you can take on up to three aspects simultaneously. At 15th level, the limit increases to its maximum of four simultaneous aspects. Each aspect taken on counts as one daily use of the ability (see below). Multiple versions of the same aspect don't stack.

At 5th level, you can use this ability once per day. You gain additional uses per day at the same rate that you would normally gain uses of wild shape (from two per day at 6th level up to six per day at 18th level).

You are considered proficient with any natural attacks granted by the aspect, and you retain all your special abilities (unless the aspect specifically replaces them, such as the claws of the dragon aspect replacing your own claw attack, if you have one).

Breath of the Dragon: You can breathe a 30-foot cone of fire as a standard action. The cone deals 1d6 points of damage per two druid levels; a successful Reflex save (10 + 1/2 your druid level + your Con modifier) halves this damage. Each time you breathe, you must wait 1d4 rounds before you can use this breath weapon again.

Claws of the Dragon: You gain a +4 bonus to Strength, and your hands grow claws that can be used as primary natural attacks. Each claw deals a certain amount of damage (1d6 points if you are Medium, 1d4 if you are Small, and 1d8 if you are Large) plus your Strength modifier. These claws are treated as magic weapons for the purpose of overcoming damage reduction.

Heart of the Dragon: You gain a +4 bonus to Constitution and immunity to paralysis.

Mind of the Dragon: You gain a +4 bonus to Wisdom, darkvision out to 60 feet, low-light vision, and immunity to sleep effects.

Wings of the Dragon: You grow draconic wings that allow you to fly at your land speed with good maneuverability. You can't fly if you are wearing heavy armor or carrying a heavy load.

BREATHSTEALER

Rogues are among the best dragon hunters in the world, and they have developed a special attack to counter the powerful signature ability of these great beasts. Any rogue who expects to face dragons is advised to select this class feature.

Class: Rogue.

Level: 10th, 13th, 16th, or 19th. (You can choose this alternative class feature at any of the given levels.)

Replaces: If you select this class feature, you do not gain the standard rogue's special ability granted at that level.

Benefit: If you deliver a sneak attack against a dragon, you can choose to sacrifice two or more dice of extra damage that you would normally deal to delay the creature's next use of its breath weapon. The delay is a number of rounds equal to 1/2 the number of dice sacrificed. If the dragon is currently recharging its breath weapon, this delay replaces the normal recharge time (usually once every 1d4 rounds) if it is longer.

Multiple uses of this ability don't stack: use only the longer delay. A dragon immune to extra damage from critical hits or sneak attacks is immune to this ability.

DRACONIC FIST

Monks who follow the Way of the Draconic Fist seek to harness their inner ki just as dragons harness their innate magical ability. While you give up versatility in combat, the ability to add energy to your unarmed strikes makes them more potent against a wide range of foes.

Class: Monk.

Level: 1st.

Replaces: If you select this class feature, you do not gain the standard monk's bonus feat at 1st level.

Benefit: When you select this class feature, choose one energy type from among acid, cold, electricity, or fire. As a swift action, you can choose for your next unarmed attack made in this round to deal an extra 1d6 points of damage of the chosen energy type. This extra damage improves to 2d6 points at 5th level, and by another 1d6 points every five levels thereafter. You can use this ability a number of times per day equal to your class level.

Illus. by L. Parrillo

Ember, apprentice to a silver dragon, channels her ki into a cold attack

DRAGONSCALE HUSK

Any warrior knows that skill in battle isn't enough; you must also guard against the attacks of your enemies. A well-forged suit of armor can mean the difference between life and death, but a warrior whose very body is his armor has an immediate advantage. Those who have the blood of dragons running in their veins can gain this benefit.

Class: Any standard class that grants proficiency in heavy armor, such as fighter or paladin.

Level: 1st (unless the class grants proficiency in heavy armor at a level other than 1st, in which case this feature can be taken only at that level).

Special Requirement: You must be of the dragonblood subtype (see page 4) to select this alternative class feature. As long as you gain the dragonblood subtype at the same level that you would gain heavy armor proficiency, you can select this class feature, even if you would normally choose class features before selecting the option that giants you the subtype. For example, a 1st-level human fighter who takes Dragontouched (seepage 18) as one of his 1st-level feats could also select this class feature.

Replaces: If you select this class feature, you do not gain proficiency with any kind of armor. It you would later gain some form of armor proficiency (such as by multiclassing or taking a feat), you can choose at that time to gain that proficiency, but you then lose this class feature. If you already have proficiency with any kind of armor, you must lose that proficiency in order to select this class feature.

Benefit: You gain the extraordinary ability to grow a thick, scaly hide that protects you like armor. The dragonscale husk resembles the scales of a dragon of your choice (selected when you gain the class feature). The husk requires 8 hours to grow, but this process can take place at night while you are sleeping.

Your scaled hide grants you a bonus to your Armor Class equal to 6 + 1/3 your class level in the class that granted you heavy armor proficiency (+7 bonus to AC at 3rd level, +8 bonus to AC at 6th level, and so on, up to a maximum +12 bonus to AC at 18th level). Multiple classes that grant this proficiency stack for determining the dragonscale husk's total bonus. This bonus doesn't stack with any feat, racial trait, or other special ability that would grant you a bonus to Armor Class.

In addition, as you attain higher levels, your husk grants you increasing resistance to acid, cold, electricity- and fire. You gain resistance 5 at 5th level, resistance 10 at 10th level, resistance 15 at 15th level, and resistance 20 at 20th level.

Your dragonscale husk is treated as medium armor for the purpose of determining your speed and whether you can use class features or other special abilities. It allows a maximum Dexterity bonus to Armor Class of +2 and has an armor check penalty of –4. You can sleep in your husk without penalty. You cannot wear any other armor while your husk is present.

Your husk isn't treated as armor for the purpose of being affected by spells or other abilities. You can't grant it an enhancement bonus with *magic vestment*, nor can you imbue it with special properties, as you could a normal suit of armor.

You can't take off your dragonscale husk, but you can choose to shed it. Doing this requires 10 minutes of concentration and results in your sloughing off a pile of scales that crumble to dust if handled.

DRAKKEN FAMILIAR

Arcane spellcasters, even those who don't claim the blood of dragons as their own, often have a special link with dragonkind. One manifestation of this link is the caster's familiar, which can take on draconic characteristics.

Class: Hexblade (see *Complete Warrior*), sorcerer, or wizard.

Level: 4th (hexblade) or 1st (sorcerer or wizard).

Replaces: If you select this class feature,your familiar does not gain all the benefits normally accorded to a familiar. See below to determine which alternative benefits it gains, and which standard benefits these replace.

Benefit: Your familiar is a drakken version of a normal animal (see the sidebar on page 107). It gains the dragonblood subtype and all the benefits of being a familiar, except as described below.

When your familiar would normally gain the ability to deliver touch spells, it gains a breath weapon instead. This breath is a 15-foot cone of fire, usable once per hour, that deals a number of points of damage equal to 1d6 + twice your class level (levels of different classes that are entitled to familiars stack for this purpose). A successful Reflex save (10 + 1/2 your total class levels for determining the familiar's abilities) halves the damage dealt.

When your familiar would normally gain the ability to speak with animals of its kind, it instead gains the ability to speak with creatures of the dragon type.

DRAKKENSTEED MOUNT

Paladins who revere dragons or draconic deities, though few in number, sometimes summon dragon-descended beasts known as drakkensteeds (see page 113) to serve as their special mounts. Unlike a standard warhorse, unicorn, or other special mount used by paladins, drakkensteeds are more than just outstanding members of mundane races—they are nearly legendary beasts seen by few and mastered by even fewer.

Class: Paladin.

Level: 5th.

Replaces: It you select this class feature, you do not gain the standard paladin's special mount.

Benefit: You gain the service of a loyal drakkensteed. It functions in all ways as any other special mount gained by a paladin (including advancing its statistics, gaining special abilities, and so forth), except that it can't command animals.

FAVORED OF BAHAMUT/ FAVORED OF TIAMAT

Although humanoid worshipers of draconic gods are unusual, their numbers are growing. No one knows whether these deities have taken an active hand in gifting lesser creatures with divine blessings, or whether the ranks of the faithful swell only by chance. Either way, those who serve Bahamut or Tiamat as divine emissaries can manifest draconic abilities and sorcerous powers, much to the surprise of their enemies.

Class: Favored soul (see *Complete Divine*).

Level: 3rd.

Special Requirement: You must be devoted to either Bahamut or Tiamat to select this class feature.

Replaces: It you select this class feature, you do not gain the Weapon Focus feat with your deity's favored weapon at 3rd level, and you do not gain the Weapon Specialization feat with your deity's favored weapon at 12th level. Furthermore, other class features gained at later levels change, as described below.

Benefit: You grow claws that deal damage (1d6 points if you are Medium, 1d4 if you are Small, and 1d8 if you are Large). As a full attack, you can make one primary natural attack with each of your two extremities, or you can make one secondary natural attack with one claw when attacking with a melee weapon. The claws are treated as magic weapons for the purpose of overcoming damage reduction.

In addition, you can choose a sorcerer spell (rather than a cleric spell) as your newly learned 1st-level spell. As long as the spell remains on your list of spells known, you can treat it as being on your class spell list for all purposes.

You also gain the Dragontouched feat (page 18) as a bonus feat.

At 12th level, you can learn one additional sorcerer spell as if it were a cleric spell. This spell can be one of your newly learned 5th- or 6th-level spells, or you can use your ability to replace an existing known spell with a new sorcerer spell.

At 17th level, instead of growing batlike or feathered wings, you grow draconic wings that resemble those of your deity.

At 20th level, instead of gaining damage reduction 10/silver or 10/cold iron, you gain damage reduction 10/epic.

INSPIRE AWE

Though occasionally derided as the "weak cousin" of the sorcerer, a bard can tap into a fragment of the same draconic power that fuels sorcerer magic. A bard who learns this ability no longer inspires courage in his allies, but instead creates fear in those who oppose him.

Class: Bard.

Level: 1st.

Replaces: If you select this class feature, you do not gain inspire courage (or any later improvements to that class feature).

Benefit: A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire awe in his enemies, rendering them shaken. To be affected, an enemy must be within 30 feet and be able to hear the bard perform. The effect lasts for as long as the enemy hears the bard perform and for 1 round thereafter. Each enemy can attempt a Will save to negate the effect; the DC is equal to the bard's Perform check result. Regardless of the success or failure of the save, no creature can be affected by inspire awe more than once in a 24-hour period. Inspire awe is a mind-affecting fear effect.

At 8th level, the range of this effect extends to 60 feet.

At 14th level, the effect lasts for 5 rounds after the enemy can no longer hear the bard perform.

At 20th level, any enemy who fails to save becomes frightened for 1 round, then shaken for the remainder of the duration.

PHYNXKIN COMPANION

A druid or ranger who adventures in regions rich with draconic influence can gain an alternative animal companion, a phynxkin (see page 116), that serves him as loyally as any other animal companion would.

Class: Druid or ranger.

Level: 1st (druid) or 4th (ranger).

Replaces: If you select this class feature, you give up your standard choice of animal companion, and your animal companion does not gain all benefits normally accorded to it (see below).

Benefit: You gain a phynxkin as an animal companion. Treat it as an animal for the purpose of determining the effects of your skills, feats, spells, and other abilities.

When your phynxkin would normally gain the devotion special quality, both you and the phynxkin instead gain immunity to fear effects, but only while you are within 30 feet of each other.

When your effective druid level for determining your animal companion's abilities reaches 7th, you can replace your animal companion with a dire phynxkin animal companion (see page 117). Doing this reduces your effective druid level for determining its abilities by six.

REBUKE DRAGONS

Though the destruction (or control) of undead is common to many divinely oriented characters, the deities also recognize the ancient power of the dragons as a primal force. Some reward their followers with the ability to instill such creatures with awe or command them as minions.

Class: Cleric or paladin.

Level: 1st (cleric) or 4th (paladin).

Replaces: If you select this class feature, you do nor gain the ability to turn or rebuke undead.

Benefit: You channel divine energy to rebuke (awe) or command (control) dragons. This ability functions as an evil cleric rebuking undead.

It is more difficult to rebuke or command dragons that share your moral or ethical bent. Any dragon that shares one alignment component with you is treated as having turn resistance +2 against this ability. Any dragon that shares both alignment components with you is treated as having turn resistance +4 against this ability.

You can also use this ability to bolster a dragon against an attempt by another creature to use its own rebuke dragons ability (the same way an evil cleric can bolster undead against turning). To bolster a dragon, you must share at least one alignment component with the dragon.

An attempt to rebuke dragons counts as an attempt to turn or rebuke undead for the purpose of qualifying for or activating divine feats, or for using other abilities that require you to expend a use of your turn or rebuke ability.

SHAMANIC INVOCATION

Most dragon shamans channel the raw power of dragonkind through their auras and breath weapons. Some, thanks to a stronger spiritual link to their totem, learn a more advanced method of wielding draconic power: the invocations normally associated with dragonfire adepts (see page 24). Though they never display the range and skill of dragonfire adepts, the shamans enjoy the versatility of the invocations.

Class: Dragon shaman (see *Player's Handbook* II).

Level: 5th.

Replaces: If you select this class feature, you do not learn a new draconic aura at 5th level (and can never know more than six draconic auras, at 9th level and higher).

Benefit: You learn one of the least draconic invocations (see page 78) available to dragonfire adepts. Using this invocation follows all the standard rules applicable to dragonfire adepts, except that you ignore any arcane spell failure chance. Your caster level for the invocation is equal to your dragon shaman level minus four.

UNCANNY BRAVERY

Many barbarian tribes revere dragons, while others see them as akin to natural disasters. Regardless, some barbarians learn to steel themselves against the bloodcurdling fear that these great beasts can create in weak-minded targets.

This ability also benefits rogues who try to plunder dragon hoards. Although they hope to complete the task without awakening the dragon, only the truly stupid fail to plan for such a possibility.

Class: Barbarian or rogue.

Level: 5th (barbarian) or 8th (rogue).

Replaces: If you select this class feature, you do not gain improved uncanny dodge.

Benefit: You are immune to the frightful presence of dragons. You gain a +4 morale bonus on saving throws against all other forms of fear.

FEATS

The following feats are suitable for any characters in campaigns that feature significant draconic themes.

CEREMONY FEATS

A ceremony feat grants you the knowledge and training needed to complete several specific ceremonies. Each feat uses the Knowledge (religion) skill to gauge the depth of your study. As you gain more ranks in that skill, the ceremonies available through the feat increase.

A creature can benefit from one ceremony at a time. If you attempt a second ceremony on the same creature, the first ceremony's benefits immediately end, and the second ceremony's benefits apply.

Each ceremony has a cost in time and resources. The ceremony consumes its needed materials when it ends (not when the benefit ends). If the ceremony is disrupted, such as if an opponent attacks before you finish, the material components are not lost.

DIVINE FEATS

Divine feats are the province of those who can turn or rebuke undead. Instead of attempting to affect an undead creature, you expend a turn or rebuke undead attempt to trigger the benefit of a divine feat you have. You can activate one divine feat per round, though overlapping durations might allow you the benefits of more than one divine feat at a time. Activating a divine feat is a supernatural ability, requires a certain action or an amount of time depending on the feat, and does not provoke attacks of opportunity unless otherwise noted in the feat description. Activating a divine feat is not considered an attack unless doing so would directly deal damage to a target.

DRACONIC FEATS

Draconic feats debuted in *Complete Arcane* as options for sorcerers to gain abilities akin to those of their draconic ancestors. This book expands the range of draconic feats, while allowing other characters with draconic blood to qualify for some draconic feats (or for all such feats, if they first select the Dragontouched feat).

Draconic feats don't change a creature into something fundamentally different, but they can grant or increase capabilities. The original draconic feat, Draconic Heritage, is reproduced below with minor changes that were introduced in *Races of the Dragon*.

INITIATE FEATS

An initiate feat shows that a follower has achieved distinction with his deity, and therefore has gained access to additional spells and abilities. Typically, the feat grants a minor benefit to the character and allows him to add a number of spells to his cleric spell list. (In the feat descriptions, a dagger [†] denotes new spells found in *Dragon Magic*.) Some initiate feats also allow the addition of these spells to the spell lists of other classes. If you have more than one class list that qualifies for this addition, you must choose only one spell list to which they will be added.

Any character of a class that must select a deity and that uses the cleric spell list for spellcasting can treat his level in that class as if it were a cleric level for the purpose of qualifying for an initiate feat. For example, a favored soul (see *Complete Divine*) who had chosen Bahamut as his deity and who had reached 3rd level could select the Initiate of Bahamut feat. The character would then gain the benefit of the feat and would add the given spells to his favored soul spell list. Since the favored soul casts from a limited list of spells known, he still must add those spells to his spells known list as normal to cast them. If an initiate feat allows you to add skills to your cleric class skill list, you can choose to add them to the class skill list of the class you used instead of cleric to qualify.

No character can have more than one initiate feat, since such a feat presumes a deep level of commitment to a single deity.

Among the commonly known draconic deities, only Chronepsis does not offer this benefit to his clerics (few that they are). Those knowledgeable about such things claim that Chronepsis simply does not care enough about his worshipers to grant them these powers.

FEAT DESCRIPTIONS

The feats in the following section are presented in alphabetical order and summarized by category in Table 1–1: New Feats.

ARMOR OF SCALES [CEREMONY]

You imbue a target with the protection of a dragon's hide.

Prerequisite: Dragonblood subtype, Knowledge (religion) 4 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony provides up to four participants with a minor natural armor bonus. The ceremony takes 30 minutes and requires you to mark defensive runes upon the arms and torso of each participant with ash from a burned wooden shield of particular quality (see below). The effect of each ceremony lasts for 24 hours.

The natural armor bonus gained from this ceremony feat doesn't stack with a creature's existing natural armor bonus; use only the higher value.

Wyrmling Scales (4 ranks): Each participant gains a +1 natural armor bonus. This ceremony requires the ashes from a wooden shield of any size.

Adult Scales (12 ranks): Each participant gains a +2 natural armor bonus. This ceremony requires the ashes from a masterwork wooden shield of any size.

Wyrm Scales (18 ranks): Each participant gains a +3 natural armor bonus. This ceremony requires the ashes from a *+1* (or higher) *wooden shield* of any size.

BLACK DRAGON LINEAGE [DRACONIC]

You have attuned yourself to your black dragon ancestry and can poison foes with your touch.

Prerequisite: Draconic Heritage (black), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a dangerous poison that you deliver by touch. At any time before the end of the same turn in which you activate this ability, you can make a melee touch attack as a swift action. The poison renders the target fatigued and deals 1d8 points of damage per level of the spell slot converted; 10 rounds later, the same effect repeats. Each time, a successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the fatigue and halves the damage.

BLUE DRAGON LINEAGE [DRACONIC]

You have learned to harness the powers of your blue dragon ancestry and can hurl orbs of lightning.

Prerequisite: Draconic Heritage (blue), sorcerer level 3rd.

Benefit: As a standard action, you can convert an arcane spell slot into a number of orbs of lightning equal to the spell's level, which immediately fly toward the targets you designate. Each orb has a range of 30 feet and requires a ranged touch attack to hit. On a successful hit, each orb deals a number of points of electricity damage equal to 1d6 + your Cha modifier. You can direct any number of orbs at any target within range, all of them at the same target if desired.

Illus. by J. Zhang

A sorcerer unlocks her brass dragon heritage

BRASS DRAGON LINEAGE [DRACONIC]

You have unlocked the power of your brass dragon ancestry and can pur foes to sleep with ease.

Prerequisite: Draconic Heritage (brass), sorcerer level 3rd.

Benefit: As a full-round action, you can spend an arcane spell slot to cause a living creature within 30 feet to fall asleep for 1 round. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates the effect. If the creature's Hit Dice equals or exceeds three times the spell slot's level, the effect automatically fails.

BRONZE DRAGON LINEAGE [DRACONIC]

You have tapped into your bronze dragon blood and can channel arcane energy to repel foes.

Prerequisite: Draconic Heritage (bronze), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to force nearby enemies to move away from you. Each opponent within 30 feet of you must begin its next turn by moving at least 5 feet (1 square) away from you. The direction of movement doesn't matter, as long as it takes the foe farther from you than the square in which it started. Unless the enemy designates the movement as a 5-foot step, this movement provokes attacks of opportunity as normal. A successful Will save (DC 10 + the spell slot's level + your Cha modifier) negates this effect. This is a mind-affecting enchantment (compulsion) effect.

COPPER DRAGON LINEAGE [DRACONIC]

You have learned to channel the powers of your copper dragon ancestry to hinder your enemies' mobility.

Prerequisite: Draconic Heritage (copper), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 20-foot-radius burst of magical energy centered on you. All enemies in that area are *slowed* (as the slow spell) for a number of rounds equal to the level of the spell slot unless they succeed on a Fortitude save (DC 10 + the spell slot's level + your Cha modifier).

DOUBLE DRACONIC AURA

You can project two draconic auras simultaneously.

Prerequisite: Character level 12th, ability to project two different draconic auras.

Benefit: You can project two draconic auras (see page 86) simultaneously. You must activate or dismiss your draconic auras separately.

DRACONIC ARMOR [DRACONIC]

You learn to block damage from successful attacks, lessening the blows with spell energy.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you gain damage reduction X/magic for 1 round (where X is equal to the level of the spell you just cast). For example, after casting *fireball*, you would gain DR 3/magic for 1 round.

DRACONIC AURA

You can tap into the raw power of dragons to create a variety of potent auras around you.

Prerequisite: Character level 3rd.

Benefit: When you select this feat, choose a draconic aura (see page 86). You can project this aura as a swift action. Its benefit applies to you and to all allies within 30 feet. The bonus of your draconic aura is +1. The aura remains in effect until you dismiss it (a free action), you are rendered unconscious or dead, or you activate another draconic aura in its place.

Special: If you are of the dragonblood subtype, the bonus of your draconic aura improves with your class level. The aura grants a +2 bonus at 7th level, a +3 bonus at 14th level, and a +4 bonus at 20th level.

You can select this feat more than once. Each time you select it, you gain the ability to project another aura of your choice (but not more than one aura at a time).

DRACONIC HERITAGE [DRACONIC]

You have a greater connection with your draconic bloodline than others of your kind.

Prerequisite: Sorcerer level 1st

Benefit: You gain the dragonblood subtype. Choose one kind of dragon from the list in the table below. This is your draconic heritage, which cannot later be changed unless you undergo the Rite of Draconic Affinity (see page 59 of *Races of the Dragon*). Half-dragons must choose the same dragon kind as their dragon parent.

When you declare your draconic heritage, you gain a bonus on saving throws against magic sleep and paralysis effects, as well as on saves against spells and abilities with a descriptor that matches the corresponding energy type. This bonus equals the number of draconic feats you have. In addition, you gain the corresponding skill as a sorcerer class skill.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Green	Acid	Move Silently
Red	Fire	Intimidate
Silver	Cold	Disguise
White	Cold	Balance

Special: With your DM's permission, you can choose a draconic heritage associated with a kind of dragon not found in the *Monster Manual*. For details and more options, see Draconic Heritage, page 102 of *Races of the Dragon*.

DRACONIC KNOWLEDGE [DRACONIC]

Your draconic blood lets you access ancient draconic knowledge.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: You gain a bonus on Knowledge checks equal to the number of draconic feats you have. All Knowledge skills are class skills for all your classes.

DRACONIC SENSES [DRACONIC]

Your draconic blood grants you great sensory powers.

Prerequisite: Cha 11, dragonblood subtype.

Benefit: You gain low-light vision and a bonus on Listen, Search- and Spot checks equal to the number of draconic feats you have.

If you have three or more draconic feats, you also gain darkvision out to 60 feet.

If you have four or more draconic feats, you also gain blindsense out to 20 feet.

DRACONIC VIGOR [DRACONIC]

You gain some of the vitality of your draconic ancestry when casting spells.

Prerequisite: Draconic Heritage, sorcerer level 1st.

Benefit: Whenever you cast an arcane spell, you heal a number of points of damage equal to the spell's level.

DRAGONFIRE ASSAULT [DRACONIC]

You can augment your most powerful melee attacks with draconic power.

Prerequisite: Str 13, Cha 11, dragonblood subtype, Power Attack.

Benefit: When you use Power Attack to increase the damage dealt from your attack, you can choose for the extra damage to be of the fire type instead of its normal type. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. It your feat or your parent is not associated with one of these energy types, this feat has no effect for you,

DRAGONFIRE CHANNELING [DIVINE, DRACONIC]

You channel draconic fire through your holy symbol.

Prerequisite: Cha 11, dragonblood subtype, ability to turn or rebuke undead or elementals.

Benefit: You can spend a turn or rebuke undead attempt or a turn or rebuke elementals attempt as a standard action to create a 15-foot cone of fire that deals 1d6 points of damage per 2 cleric levels (minimum 1d6 points). A successful Reflex save (DC 10 + 1/2 your cleric level + your Cha modifier) halves this damage. Half of this damage is fire, while the remainder is sacred damage (to which resistance or immunity to fire does not apply).

If your effective cleric level for the purpose of turning or rebuking is higher than your actual cleric level (for instance, if you are a paladin), use that value instead.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONFIRE INSPIRATION [DRACONIC]

You can channel the power of your draconic ancestry into the attacks of your allies.

Prerequisite: Cha 11, dragonblood subtype, bardic music.

TABLE 1–1: NEW FEATS

Ceremony Feats	Prerequisites	Benefit
Armor of Scales	Dragonblood subtype, Knowledge (religion) 4 ranks	Grant natural AC bonus to allies
Heart of Dragons	Dragonblood subtype, draconic feat, Knowledge (religion) 3 ranks	Imbue allies with draconic power
Slayer of Dragons	Knowledge (religion) 4 ranks, no dragonblood subtype, no draconic feats	Protect allies against dragon attacks
Words of Draconic Power	Knowledge (religion) 4 ranks, Speak Language (Draconic)	Enhance allies' language-based abilities

Divine Feat	Prerequisites	Benefit
Dragonfire Channeling	Cha 11, dragonblood subtype, ability to turn/rebuke undead or elementals	Spend turn/rebuke attempt to create cone of sacred fire

Draconic Feats	Prerequisites	Benefit
Draconic Heritage	Sorcerer level 1st	Gain dragonblood subtype, class skill, bonus on saves
Black Dragon Lineage	Draconic Heritage (black), sorcerer 3rd	Convert arcane spell slot into poisonous touch
Blue Dragon Lineage	Draconic Heritage (blue), sorcerer 3rd	Convert arcane spell slot into orbs of lightning
Brass Dragon Lineage	Draconic Heritage (brass), sorcerer 3rd	Convert arcane spell slot into sleep effect
Bronze Dragon Lineage	Draconic Heritage (bronze), sorcerer 3rd	Spend arcane spell slot to repel enemies
Copper Dragon Lineage	Draconic Heritage (copper), sorcerer 3rd	Convert arcane spell slot into slow burst
Draconic Armor	Draconic Heritage, sorcerer 1st	Gain DR/magic when you cast arcane spells
Draconic Knowledge	Draconic Heritage, sorcerer 1st	Gain bonus on Knowledge skills; treat as class skills
Draconic Vigor	Draconic Heritage, sorcerer 1st	Heal damage when you cast arcane spells
Cold Dragon Lineage	Draconic Heritage (gold), sorcerer 3rd	Convert arcane spell slot into bonus on allies' saves
Green Dragon Lineage	Draconic Heritage (green), sorcerer 3rd	Spend arcane spell slot to impose penalty on foe's next Will save
Red Dragon Lineage	Draconic Heritage (red), sorcerer 3rd	Convert arcane spell slot into cone of lingering fire
Silver Dragon Lineage	Draconic Heritage (silver), sorcerer 3rd	Spend arcane spell slot to paralyze adjacent foes
White Dragon Lineage	Draconic Heritage (white), sorcerer 3rd	Spend arcane spell slot to gain temporary hit points and resistance to cold

Benefit: When you use your bardic music to inspire courage, you can choose to imbue your allies with dragonfire. This choice is made when first activating the ability, and the choice applies to all allies affected.

Each ally so inspired loses the standard morale bonus on weapon attack rolls and damage rolls. Instead, he deals an extra 1d6 points of fire damage with his weapons for every point of morale bonus that your inspire courage ability would normally add to the attack roll. For example, an 8th-level bard using this ability would add 2d6 points of fire damage to his allies' attacks.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGON SHAMANS AND DRACONIC HERITAGE

The dragon shaman is a standard class introduced in *Player's Handbook II* that reveres a particular kind of dragon. Whenever a dragon shaman selects a feat or other option whose effect depends on a character's draconic heritage (from the Draconic Heritage feat), treat his totem dragon as his heritage selection.

For example, if a dragon shaman who has chosen silver dragon as his totem selects the Dragonfire Assault feat, the extra damage dealt by the feat would be cold damage, as appropriate for a character with Draconic Heritage (silver).

DRAGONFIRE STRIKE [DRACONIC]

You can call upon your innate draconic power to augment certain weapon attacks.

Prerequisite: Cha 11, dragonblood subtype, and one of these class features: sneak attack, sudden strike, or skirmish.

Benefit: When you gain extra damage from a sneak attack, sudden strike, or skirmish, you can choose for the extra damage to be fire damage. If you apply this effect, increase the extra damage dealt by 1d6 points. Make this choice for each attack after it is resolved but before damage is dealt. This is a supernatural ability.

Special: If you have the Draconic Heritage feat or if you are a half-dragon, the extra damage is of the energy type (acid, cold, electricity, fire, or sonic) that corresponds to your heritage or your draconic parent instead. If your feat or your parent is not associated with one of these energy types, this feat has no effect for you.

DRAGONTOUCHED

You have a trace of draconic power, a result of dragons in your ancestry or a spiritual connection between you and the forces of dragonkind.

Prerequisite: Cha 11.

TABLE 1—1: NEW FEATS (CONT.)

Draconic Feats	**Prerequisites**	**Benefit**
Draconic Senses	Cha 11, dragonblood subtype	Gain keen senses similar to a dragon's
Dragonfire Assault	Str 13, Cha 11, dragonblood subtype, Power Attack	Deal extra damage from Power Attack as fire damage
Dragonfire Channeling	Cha 11, dragonblood subtype, ability to turn/rebuke undead or elementals	Spend turn/rebuke attempt to create cone of sacred fire
Dragonfire Inspiration	Cha 11, dragonblood subtype, bardic music	Add fire damage to your allies' attacks
Dragonfire Strike	Cha 11, dragonblood subtype, sneak attack/sudden strike/skirmish	Deal extra damage as fire damage
General Feats	**Prerequisites**	**Benefit**
Double Draconic Aura	Character level 12th, ability to project two draconic auras	Project two draconic auras simultaneously
Draconic Aura	Character level 3rd	Draconic aura grants bonus to you and allies within 30 feet
Dragontouched	Cha 11	Gain dragonblood subtype, other minor benefits
Initiate Feats	**Prerequisites**	**Benefit**
Initiate of Aasterinian	Cleric level 3rd, dragonblood, deity Aasterinian	Improve cleric skill list and spell list
Initiate of Astilabor	Cleric level 3rd, dragonblood, deity Astilabor	Improve cleric skill list and spell list
Initiate of Bahamut	Cleric level 3rd, dragonblood, deity Bahamut	Smite evil, improve cleric spell list
Initiate of Falazure	Cleric level 3rd, dragonblood, deity Falazure	Enhance inflict wounds, improve cleric spell list
Initiate of Garyx	Cleric level 5th, dragonblood, deity Garyx	Empower fire spell, improve cleric spell list
Initiate of Hlal	Cleric level 5th, dragonblood, deity Hlal	Gain bonus on Escape Artist and grapple checks, gain extra bardic music, improve cleric spell list
Initiate of Io	Cleric level 3rd, dragonblood, deity Io	Gain save bonus against dragonblooded effects, improve cleric spell list
Initiate of Lendys	Cleric level 3rd, dragonblood, deity Lendys	Improve cleric skill list and spell list
Initiate of Tamara	Cleric level 3rd, dragonblood, deity Tamara	Enhance cure wounds, improve cleric spell list
Initiate of Tiamat	Cleric level 5th, dragonblood, deity Tiamat	Deal extra damage to fearful foes, improve cleric spell list

Benefit: You gain the dragonblood subtype. You gain 1 hit point, a +1 bonus on Listen, Search, and Spot checks, and a +1 bonus on saving throws against paralysis and sleep effects. In addition, you can select draconic feats as if you were a sorcerer of your character level.

GOLD DRAGON LINEAGE [DRACONIC]

You can harness the legacy of your gold dragon ancestry to protect your allies.

Prerequisite: Draconic Heritage (gold), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to create a lucky aura that protects your allies. All allies within 30 feet (including you) gain a luck bonus equal to the spell slot's level that they can apply on any one saving throw as an immediate action. This bonus must be used within a number of rounds equal to your Charisma bonus (minimum 1 round), or it is lost. An affected ally need not remain within 30 feet of you to use this bonus.

No character can have more than one luck bonus from this feat at a time. It the feat is used a second time while the first use is still active, the new duration replaces the previous one unless the character chooses to retain the previous duration (for instance, if it were from a higher-level spell slot).

GREEN DRAGON LINEAGE [DRACONIC]

Your link to your green dragon ancestors allows you to weaken the wills of others.

Prerequisite: Draconic Heritage (green), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to impose a penalty on the next Will save made by one living creature within 30 feet. The penalty is equal to the spell slot's level and lasts until the creature attempts a Will save against an effect that is not harmless or until the end of your next turn, whichever comes first. Multiple uses of this ability don't stack. This is a mind-affecting enchantment (compulsion).

HEART OF DRAGONS [CEREMONY]

You imbue your allies with draconic power.

Prerequisite: Dragonblood subtype, any draconic feat, Knowledge (religion) 3 ranks.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to imbue up to four participants with a tiny fraction of draconic might by chanting a liturgy invoking the power of dragons and sprinkling diamond dust over them. Each ceremony requires 10 minutes of time, and its effects last for 24 hours.

Blood of Dragons (3 ranks): Each participant in the ceremony is treated as having one more draconic feat than he actually has for the purpose of determining the power of his draconic feats. This ceremony requires diamond dust worth 50 gp.

Soul of Dragons (8 ranks): Each participant in the ceremony gains the benefit of one draconic feat for which he meets the prerequisite. The benefit doesn't allow a character to meet any other requirement or prerequisite (such as qualifying for another feat). This ceremony requires diamond dust worth 500 gp.

INITIATE OF AASTERINIAN [INITIATE]

You live for the moment, reveling in new experiences without fear of consequence.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Aasterinian.

Benefit: Add Bluff, Disguise, Speak Language, and Sleight of Hand to your list of cleric class skills.

If you are a spellscale (see *Races of the Dragon*), you also gain a +2 competence bonus on Bluff, Disguise, and Sleight of Hand checks.

In addition, you add the following spells to your cleric spell list.

1st **Expeditious Retreat:** Your speed increases by 30 ft.
2nd **Soul of Anarchy†:** You gain +5 on Escape Artist checks and grapple checks to avoid being grappled, your natural weapons are chaotic, and you are treated as being chaotic for adjudicating effects.
4th **Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.
6th **Shadow Walk:** Step into shadow to travel rapidly.

INITIATE OF ASTILABOR [INITIATE]

You share your deity's desire to acquire and protect treasure, and she has recognized this by granting you an edge in achieving these goals.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Astilabor.

Benefit: Add Disable Device, Open Lock, and Search to your list of cleric class skills.

In addition, you add the following spells to your cleric spell list.

1st **Hoard Gullet†:** Gain a second stomach to store objects in, similar to a bag of holding.
2nd **Knock:** Open locked or magically sealed door.
3rd **Nondetection^{M}:** Hides subject from divination and scrying.
7th **Sequester:** Subject is invisible to sight and scrying; render creature comatose.

INITIATE OF BAHAMUT [INITIATE]

The Platinum Dragon has entrusted you with great power in the battle against evil.

Prerequisite: Cleric level 3rd. dragonblood subtype, deity Bahamut.

Benefit: Once per day, you can smite evil (as the paladin class feature, PH 44), using your cleric level as your paladin level. If you have the ability to smite evil from another class, your cleric levels and levels in that class stack for the purpose of determining the extra damage dealt by your smite evil ability.

If you are a dragonborn (see *Races of the Dragon*), you can instead smite evil twice per day.

In addition, you add the following spells to your cleric spell list.

1st **Feather Fall:** Objects or creatures fall slowly.
3rd **Wingblast†:** Create wings that can transform into a *gust of wind* or *obscuring mist.*
5th **Lord of the Sky†:** Cain flight and one use of *lightning bolt;* slow airborne creatures.
7th **Aspect of the Platinum Dragon†:** Take the form of an aspect of Bahamut.

INITIATE OF FALAZURE [INITIATE]

Your celebration of death and decay has opened up new magical secrets involving the living and undead.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Falazure.

Benefit: When you cast an inflict spell on an undead creature, you add the spell's level to the damage healed by the spell.

In addition, you add the following spells to your cleric spell list.

1st **Rot of Ages†:** Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.
3rd **Vampiric Touch:** Touch deals 1d6 damage per 2 levels; caster gains damage as hp.
5th **Waves of Fatigue:** Several targets become fatigued.
7th **Waves of Exhaustion:** Several targets become exhausted.

INITIATE OF GARYX [INITIATE]

You channel the cleansing fire of destruction, as wielded by your deity.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Garyx.

Benefit: Once per day, you can apply the effect of the Empower Spell metamagic feat to any fire spell you cast without adjusting the spell's level or casting time. The maximum level of spell that you can affect with this ability is equal to one-third your caster level.

In addition, you add the following spells to your cleric spell list.

2nd **Flaming Sphere:** Create rolling ball of fire that deals 2d6 damage and lasts 1 round/level.
4th **Ferocity of Sanguine Rage†:** Gain bonus on melee damage rolls and one use of true strike.
6th **Dragonshape, Lesser†:** Take the form of a Large red dragon.
7th **Haze of Smoldering Stone†:** Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-foot cone.

INITIATE OF HLAL [INITIATE]

Fueled by faith in your *deity*, your audacity and bravery truly know no bounds.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Hlal.

Benefit: Three times per day, you can add your caster level as a bonus on any Escape Artist check or any grapple check made to avoid or escape a grapple. You must choose to use this ability before you roll the check.

if you have the bardic music class feature, you can use your bardic music one additional time per day.

In addition, you add the following spells to your cleric spell list.

2nd **Tasha's Hideous Laughter:** Subject loses actions for 1 round/level.

3rd **Dragonshape, Least†:** Take the form of a pseudodragon.

6th **Heroism, Greater:** Gain +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.

8th **Mind of the Labyrinth†:** Confuse enemies who try to affect your mind; dominate one such attacker.

INITIATE OF IO [INITIATE]

Your deity has entrusted you with the responsibility of tending to dragonkind.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Io.

Benefit: You gain a +2 competence bonus on saves against effects created by dragons and creatures of the dragonblood subtype. This includes spells, spell-like abilities, supernatural abilities, or any other effect with a saving throw DC. (If you have the draconic or half-dragon template, this bonus improves to +4.)

You can treat your cleric levels as sorcerer levels for the purpose of qualifying for draconic feats.

In addition, you add the following spells to your cleric spell list.

1st **Detect Dragonblood†:** Detect dragons and dragonblood creatures within 60 ft.

2nd **Dragoneye Rune†:** Create an invisible draconic mark on an object or creature.

2nd **Magic of the Dragonheart†:** Enhance the benefits of your draconic feats.

7th **Kiss of Draconic Defiance†:** Hinder nearby spellcasters; counter one spell automatically.

INITIATE OF LENDYS [INITIATE]

Your dedication to justice grants you the ability to ferret out and punish wrongdoers.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Lendys.

Benefit: Add Gather Information and Sense Motive to your list of cleric class skills. You gain a +1 competence bonus on Gather Information and Sense Motive checks.

In addition, you add the following spells to your cleric spell list.

2nd **Detect Thoughts:** Allows "listening" to surface thoughts.

2nd **Soul of Order†:** Gain +2 on Will saves to resist enchantments, your natural weapons are lawful, and you are treated as being lawful for adjudicating effects.

4th **Geas, Lesser:** Command subject of 7 or fewer Hit Dice.

5th **Hold Monster:** As hold person, but any creature.

7th **Justice of the Wyrm King†:** Create a field of arcane force that deals 4d6 damage to melee attackers.

INITIATE OF TAMARA [INITIATE]

You wield the twin powers of mercy and death in service to your draconic patron.

Prerequisite: Cleric level 3rd, dragonblood subtype, deity Tamara.

Benefit: When you cast a cure spell on a good-aligned creature, you add the spell's level to the damage healed. For example, if you cast *cure moderate wounds*, it heals the standard 2d8 + caster level points of damage, plus an extra 2 points of damage.

In addition, you add the following spells to your cleric spell list.

0 **Disrupt Undead:** Deal 1d6 damage to undead.

1st **Chill Touch:** One touch/level deals 1d6 damage and possibly 1 Str damage.

5th **Undying Vigor of the Dragonlords†:** Heal yourself of 5d6 or more points of damage.

6th **Call of the Twilight Defender†:** Summon a twilight guardian to fight for you.

7th **Sunbeam:** Beam blinds and deals 4d6 damage.

INITIATE OF TIAMAT [INITIATE]

Your homage to the creator of evil dragonkind has been rewarded with physical and mental power.

Prerequisite: Cleric level 5th, dragonblood subtype, deity Tiamat.

Benefit: Add Intimidate to your list of cleric class skills.

When you make a melee attack against a creature that is shaken, frightened, or panicked, you deal an extra 1d6 points of damage.

In addition, you add the following spells to your cleric spell list.

1st **Charm Person:** Make one person your friend.

4th **Curse of the Elemental Lords†:** Bestow a curse on enemies, making them more susceptible to your energy damage.

5th **Dominate Person:** Control humanoid telepathically.

7th **Glorious Master of the Elements†:** Channel acid, cold. electricity, or fire damage into ranged touch attacks.

8th **Aspect of the Chromatic Dragon†:** Take the form of an aspect of Tiamat.

RED DRAGON LINEAGE [DRACONIC]

The fiery blood of red dragons runs within your veins, allowing you to produce flames from thin air.

Prerequisite: Draconic Heritage (red), sorcerer level 3rd.

Benefit: As a standard action, you can spend an arcane spell slot to create a 15-foot cone-shaped burst of fire. This effect deals 1d8 points of fire damage per level of the spell. A successful Reflex save (DC 10 + the spell slot's level + your Cha modifier) halves the damage. Any character who fails the save also takes another 1d8 points of fire damage per spell level in the following round as the flames continue to burn. This extra damage can be avoided in the same manner as can the extra damage from alchemists fire (PH 128).

SILVER DRAGON LINEAGE

[DRACONIC]

You are the descendant of silver dragons and can harness your ancestors' power to paralyze your opponents.

Prerequisite: Draconic Heritage (silver), sorcerer level 3rd.

Benefit: As a standard action. you can convert an arcane spell slot into a paralyzing blast. All adjacent enemies are paralyzed for 1 round. A successful Fortitude save (DC 10 + the spell slot's level + your Cha modifier) negates the effect,

SLAYER OF DRAGONS [CEREMONY]

You protect your allies from the ravages they are sure to lace while hunting dragons.

Prerequisite: Knowledge (religion) 4 ranks, must not be of the dragonblood subtype, must not have any draconic feats.

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony allows you to provide up to live allies with defenses against dragons. Each ceremony takes 1 minute and requires a torch prepared with special herbs and incenses worth a certain minimum gold piece value (see below). All participants stand in a circle facing inward and together hold the torch. The effect of each ceremony lasts for 24 hours.

Stand together(4 ranks): You draw forth the courage of all the would-be hunters so that all might share it. When facing a creature that has frightful presence, each participant can treat his Hit Dice (for the purpose of determining the frightful presence's effectiveness) as 1 higher for each other participant in the ceremony who is within 60 feet of him. This ritual requires special herbs and incenses worth 20 gp.

Stand Apart (8 ranks): You chant a litany of freedom, snuffing the torch in water at the end of the ceremony. All participants gain a +2 bonus on saves against breath weapons as long as at least one other participant in the ceremony is within 60 feet but not in the area of the same breath weapon. This ritual requires special herbs and incenses worth 100 gp.

Stand Alone (13 ranks): You chant a litany of devotion as each participant passes a hand over the torch flame. If at any time during the next 24 hours, any participant is reduced to –1 or fewer hit points by the attack, breath weapon, spell, or other ability of a dragon, all other participants gain a +2 morale bonus on attack rolls and damage rolls against dragons, as well as on saving throws against the attacks of dragons. These bonuses last for the next 10 rounds or until the wounded character is restored to 0 or more hit points, whichever comes first. If at least half of the participants in the ritual have been defeated in this manner, the bonus increases to +5- This ritual requires special herbs and incenses worth 500 gp.

WHITE DRAGON LINEAGE

[DRACONIC]

Your veins run with the savage blood of white dragons, allowing you to whip yourself into a ragelike state.

Prerequisite: Draconic Heritage (white), sorcerer level 3rd.

Benefit: As a swift action, you can spend an arcane spell slot to enter a state similar to that of a barbarian's rage. You gain temporary hit points and resistance to cold equal to 5 × the spell's level. Unlike rage, this state doesn't restrict you from casting spells or performing any other actions, though you can't activate the ability again while it is already active. The effect lasts for a number of rounds equal to 1 + your Charisma bonus.

WORDS OF DRACONIC POWER

[CEREMONY]

You lap into the great tradition of draconic magic to enhance the words of your allies.

Prerequisite: Knowledge (religion) 4 ranks, Speak Language (Draconic).

Benefit: You gain access to ceremonies based on your ranks in Knowledge (religion). Each ceremony requires 5 minutes, but their forms vary as described below. Each ceremony can affect up to six individuals, and the effects last for 24 hours.

Ancient Tongue (4 ranks): Using a tindertwig, you burn dragon runes onto a piece of bread (one per participant) and place it on the participant's tongue, thereby sharing your knowledge of the ancient language of dragons. Each participant gains the ability to speak and understand the Draconic language.

Potent Words (8 ranks): You write mystic incantations on a flask of alchemist's fire (one per participant), making it safe to consume. Each participant then drinks the contents of the flask. When a participant casts a language-dependent spell, his caster level is increased by 1. Participants also gain a +1 bonus on saves against language-dependent spells.

Arcane Syllables (14 ranks): You scribe a single draconic rune on a pearl worth at least 1,000 gp (one per participant), which is consumed by the participant. At any one time during the next 24 hours, the participant can choose to activate the ceremony's power as an Immediate action. This has one of two effects, chosen by the participant.

- If the character is being subjected to a *power word* spell, he can treat his current hit points as twice their actual number for the purpose of determining the effect of the spell. For example, a character with 55 hit points who activated this ability in response to a power word kill spell would be unaffected by the spell (since he would effectively have 110 hit points).
- If the character is capable of casting a *power word* spell (that is, he either has such a spell prepared, or he knows one and has a spell slot available to cast it), he can cast that *power word* spell with no additional action required. Doing this expends the prepared spell or spell slot as normal.

DRAGON ASPIRANTS

CHAPTER TWO

Illus. by R. Horsley

Dragons are known to inspire fear and terror wherever they roam, dominating their enemies, subjugating the residents of their domain, and making even the most stalwart adventurers quake at the thought of fighting them. However, dragons sometimes inspire something else: ambition. Certain brave and foolhardy people hold them up as models, aspiring to become more dragonlike, expanding their own philosophies and thoughts to encompass the frightening and amazing world of dragonkind. To a dragon aspirant, a dragon is a role model to be studied and emulated.

Some dragon aspirants are friends or allies with dragons already. These lucky few need not go far to find their source of inspiration; they have ready access to the knowledge, wisdom, and practices of dragons. Others are not so fortunate and must embark upon quests to seek an audience with a benevolent dragon. Some dragon aspirants are content to study dragons from afar, learning through history and the firsthand accounts of others. Regardless of how the aspirants come to possess knowledge of dragons, these rare adventurers apply what they learn to their own lives.

A dragon aspirant usually has a profession or course of study before adopting a draconic philosophy; wizards, soldiers, thieves, and religious leaders might rake an interest in dragons as a means of furthering their own careers. To a dragon aspirant, becoming more dragon like will help her do what she already does—only better.

- For a soldier, dragons represent the epitome of combat prowess, and so the more ambitious soldier studies to fight like a dragon.
- For a spellcaster, dragons represent the highest known form of intuitive magic, and so the more powerful caster studies to channel magic like a dragon.
- For a cleric or paladin, dragons represent proof that the deities can create beings of magnificent power beyond those of their angelic hosts, and so to model oneself after a dragon is to aspire to be like the greatest of all creations.

Regardless of a character's role in the world, dragons represent something greater than she could achieve by being merely humanoid. This chapter presents a new standard class, the dragonfire adept, who channels draconic powers in a manner similar to the warlock (from *Complete Arcane*). Following this are seven new prestige classes for those who aspire to be more like the legendary creatures.

DRAGONFIRE ADEPT

> *"I'll have no need of spells, skill alarms, or faith to defeat you. At my beck and call are the most powerful forces the world has seen—the flame and fury of dragons!"*
>
> —Tatiana, a dragonfire adept

Whether they are bold champions defending the weak and downtrodden, or merciless raiders seeking might and riches, dragonfire adepts are imposing figures who command the magic of dragonkind. Able to call upon a dragon's fiery breath and augment themselves with spell-like abilities, dragonfire adepts have access to powers normally beyond the reach of humanoids.

Dragonfire adepts have no arcane or divine magic, nor are they masters of martial prowess. Instead, they draw upon a direct link with the nature of draconic existence, infusing their soul with the raw magic of dragons. The most obvious incarnation of this link is their breath weapon, but as they gain experience, dragonfire adepts learn powerful invocations that allow them to access different draconic abilities. Cunning, hearty, and learned, dragonfire adepts can be warleaders or sages with equal ease.

A dragonfire adept is a student devoted to understanding the ways of dragons and emulating them. Evil dragonfire adepts are cruel tyrants who impose their will on others, seeking to control land, build strongholds, and amass vast treasures. Good dragonfire adepts are champions of justice and freedom, using their powers to aid others. Like a sorcerer, a dragonfire adept gains new powers automatically as she rises in level, tapping ever deeper into the draconic magic in her soul. Unlike a sorcerer, however, a dragonfire adept manifests this magic not in the form of spells, bur as invocations that emulate draconic powers.

MAKING A DRAGONFIRE ADEPT

A dragonfire adept is a flexible character, able to provide support in combat and aid her allies directly or indirectly. While she lacks the capacity of a fighter or wizard for dealing damage, she is more resistant to magical effects and can use her abilities to make her comrades more effective.

Abilities: Constitution is critical to a dragonfire adept; it makes her more resilient and affects how well targets can resist her breath weapon attacks. Charisma, her second most important ability, impacts the effectiveness of her invocations.

Of course, Dexterity is useful for any character in combat, but this is especially true for a dragonfire adept. She lacks skill with heavy armor, and her magic focuses on offense over defense. Worse, a dragonfire adept has limited range with her breath weapon attacks, forcing her to move closer to combat than a typical arcane spellcaster. A high Dexterity helps mitigate these various defensive drawbacks.

Races: Most dragonfire adepts are humans, elves, or half-elves, since the study of dragonkind is not unlike the study of arcane magic. A surprising number of half-orcs also become dragonfire adepts, seeking either to find a place for themselves or to create one through force. Dwarves are rarely dragonfire adepts because of their ancient enmity with dragonkind. Most halflings and gnomes lack the burning drive needed to take this class.

Alignment: A dragonfire adept can be of any alignment, though her choice has a strong impact on which dragons she can associate with. Dragonfire adepts often act similarly to dragons of the same alignment; for example, chaotic evil adepts are rapacious hunters of treasure and power, and lawful good adepts are noble defenders of a selected group or territory. Alignment can also influence a dragonfire adept's choice of affinity when taking the Draconic Heritage feat (see page 17), though no game rule restricts this choice. For example, a lawful good dragonfire adept can select red dragons when taking this feat.

Neutral dragonfire adepts are rare, but evil, good, lawful, and chaotic representatives are equally common. The urge to delve into the mysteries of draconic energies comes more easily to those who have strong beliefs and wish to actively pursue them.

Starting Gold: 2d4x10 (50 gp).

Starting Age: As paladin (PH 109).

CLASS FEATURES

All of the following are class features of the dragonfire adept.

DRAGONFIRE ADEPTS AND PRESTIGE CLASSES

Dragonfire adepts benefit in a specific way from prestige classes that have a level advancement benefit of "+1 level of existing arcane spellcasting class" or "+1 level of existing spellcasting class." A dragonfire adept taking levels in such a prestige class does not gain any other benefits of that level increase, but she does gain an increased caster level when using her invocations and increased damage with her breath weapon. Levels of prestige classes that provide +1 level of spellcasting effectively stack with the dragonfire adept's level to determine her breath weapon damage and save DC. She also gains new invocations at each prestige class level as though she had risen a level in the dragonfire adept class.

A dragonfire adept cannot qualify for prestige classes (or other game options) with spellcasting level requirements, because she never actually learns to cast spells. However, prestige classes with caster level requirements are allowed—her caster level for her invocations fulfills this requirement. Her spell-like abilities do meet requirements for specific spell knowledge if they mimic the required spell.

TABLE 2–1: THE DRAGONFIRE ADEPT **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Draconic Invocations Known
1st	+0	+2	+0	+2	Breath weapon 1d6, Dragontouched, least invocations	1
2nd	+1	+3	+0	+3	Breath effect, scales +2	1
3rd	+1	+3	+1	+3	Breath weapon 2d6	2
4th	+2	+4	+1	+4	Dragonkin	2
5th	+2	+4	+1	+4	Breath weapon 3d6, breath effect	2
6th	.3	+5	+2	+5	Damage reduction 2/magic. lesser invocations	3
7th	+3	+5	+2	+5	Breath weapon 4d6	3
8th	+4	+6	+2	+6	Scales +3	4
9th	+4	+6	+3	+6	Breath weapon 5d6	4
10th	+5	+7	+3	+7	Breath weapon range doubles, breath effect	4
nth	+5	+7	+3	+7	Breath weapon 6d6, greater invocations	5
12th	+6/+1	+8	+4	+8	Breath effect	5
13th	+6/+1	+8	+4	+8	Scales +4	6
14th	+7/+2	+9	+4	+9	Breath weapon 7d6	6
15th	+7/+2	+9	+5	+9	Breath effect	6
16th	+8/+3	+10	+5	+10	Damage reduction 5/magic. dark invocations	7
17th	+8/+3	+10	+5	+10	Breath weapon 8d6	7
18th	+9/+4	+11	+6	+11	Scales +5	8
19th	+9/+4	+11	+6	+11	Immunities	8
20th	+10/+5	+12	+6	+12	Breath weapon 9d6. breath effect	8

Class Skills (4 + Int modifier per level, x4 at 1st level): Appraise, Bluff. Climb, Concentration, Craft, Decipher Script, Diplomacy, Intimidate, Jump, Knowledge (all skills, taken individually), Listen, Search, Sense Motive, Speak Language, Spellcraft, Spot, Use Magic Device.

Weapon and Armor Proficiency: Dragonfire adepts are proficient with simple weapons, but not with armor or shields. Like arcane spellcasters, a dragonfire adept wearing armor or using a shield incurs a chance of arcane spell failure (all invocations have somatic components).

Invocations: A dragonfire adept has a repertoire of attacks, defenses, and other abilities known as draconic invocations, which allow her to focus the draconic energy that suffuses her soul. A dragonfire adept can use any invocation she knows at will.

A dragonfire adept's invocations are spell-like abilities: using an invocation is therefore a standard action that provokes attacks of opportunity. To avoid provoking such attacks, a dragonfire adept can use an invocation defensively by making a successful Concentration check. An invocation can be disrupted, just as a spell can be ruined during casting. If a dragonfire adept is hit by an attack while invoking, she is entitled to a Concentration check to successfully use the invocation, just as a spellcaster would be. Her invocations are subject to spell resistance unless an invocation's description specifically states otherwise. A dragonfire adept's caster level with her invocations is equal to her class level. She can dismiss any invocation as a standard action, just as a wizard can dismiss a spell.

If an invocation allows a saving throw, its DC is 10 + the equivalent spell level + the dragonfire adept's Cha modifier. Since spell like abilities are not spells, a dragonfire adept cannot benefit from the Spell Focus leal or from draconic feats that let her convert or spend an arcane spell slot to produce some other effect. She can. however, benefit from the Ability Focus feat (MM 303), as well as from feats that emulate metamagic effects for spell-like abilities.

The four grades of draconic invocations, in order of their relative power, are least, lesser, greater, and dark. A 1st-level dragonfire adept begins with knowledge of one least invocation, gaining access to more invocations and higher grades as she attains levels. At any level when a dragonfire adept learns a new invocation, she can also replace an invocation she already knows with another invocation of the same or lower grade. See Draconic Invocations, below, for a list of available invocations.

Unlike other spell-like abilities, draconic invocations are subject to arcane spell failure chance as described under Weapon and Armor Proficiency, above.

Finally, just like warlocks (see *Complete Arcane*), dragonfire adepts can qualify for some prestige classes usually intended for spellcasters. For details, see the Dragonfire Adepts and Prestige Classes sidebar on page 24.

Breath Weapon (Su): At 1st level, you gain a breath weapon that you can use at will as a standard action. Each time you use your breath weapon, you can choose whether it takes the form of a 15-foot cone or a 30-loot line. This breath weapon deals 1d6 points of fire damage; a successful Reflex save (DC 10 + 1/2 your class level + your Con modifier) halves the damage. As you gain levels, your breath weapon's damage increases, as shown on Table 2–1.

You are immune to the effect of your own breath weapon (but not to other breath weapons that produce similar effects, even those of other dragonfire adepts).

At 10th level, your cone-shaped breath weapon's range-doubles to 30 feel, and your line-shaped breath weapon's range doubles to 60 feet.

TABLE 2–2: DRAGONFIRE ADEPT BREATH EFFECTS

Minimum Level	Breath Effect	Benefit
2nd	Frost Breath	Cone-shaped breath weapon deals cold damage
2nd	Lightning Breath	Line-shaped breath weapon deals electricity damage
2nd	Sickening Breath	Cone-shaped breath weapon sickens creatures
5th	Acid Breath	Breath weapon deals acid damage
5th	Shaped Breath	Create safe zones in your breath weapon's area
5th	Slow Breath	Cone-shaped breath weapon slows creatures
5th	Weakening Breath	Cone-shaped breath weapon imposes –6 penalty to Strength
10th	Cloud Breath	Breath weapon can take form of 20-foot radius cloud
10th	Enduring Breath	Breath weapon deals damage over 2 rounds
10th	Sleep Breath	Cone-shaped breath weapon puts weak creatures to sleep
10th	Thunder Breath	Cone-shaped breath weapon deals sonic damage
15th	Discorporating Breath of Bahamut	Line-shaped breath weapon deals double damage, disintegrates creatures
15th	Force Breath	Line-shaped breath weapon deals force damage
15th	Paralyzing Breath	Cone-shaped breath weapon paralyzes creatures for 1 round
15th	Fivefold Breath of Tiamat	Breathe five different breath weapons simultaneously

Dragontouched: At 1st level, you gain Dragontouched (see page 18) as a bonus feat.

Breath Effect: At 2nd, 5th, 10th. 12th, 15th, and 20th level, you can select one of the breath effects in Table 2–2: Dragonfire Adept Breath Effects for which you meet the minimum level prerequisite. These breath effects can alter your breath weapon's damage type or area, or apply a condition to targets in place of damage. Each rime you use your breath weapon, you can choose to apply any one breath effect that you know. The chosen effect either replaces the normal fire damage dealt by your breath weapon or replaces the standard area of your breath weapon. Some effects can be applied only to a cone-shaped breath weapon, and others only to a line-shaped breath weapon. You can't apply more than one breath effect to your breath weapon unless the effect specifically states otherwise. Also, you can't apply the same breath effect to your breath weapon in two consecutive rounds (though you still can use your normal fire breath weapon every round).

See page 77 in Chapter 3: Draconic Magic for full descriptions of the breath effects.

Scales (Ex): At 2nd level, your skin becomes thick and scaly, granting you a +2 bonus to your natural armor. The scales can be of any color or metallic hue; they are often (but not always) of a draconic hue that matches your outlook and alignment. This bonus improves to +3 at 8th level, to +4 at 13th level, and to +5 at 18th level.

If you already have a natural armor bonus, use the higher of the two values.

Dragonkin (Ex): At 4th level, you gain a +4 competence bonus on Diplomacy checks made to influence the attitude of dragons or creatures of the dragonblood subtype (see page 4). You are treated as a dragon for the purpose of determining whether frightful presence can affect you.

Damage Reduction (Ex): At 6th level, you gain damage reduction 2/magic. At 16th level, this improves to damage reduction 5/magic.

Immunities (Ex): At 19th level, you gain immunity to paralysis and sleep.

DRACONIC INVOCATIONS

Each draconic invocation falls into one of four grades: least, lesser, greater, or dark. These invocations are briefly described below. See Chapter 3: Draconic Magic for lull descriptions.

Least Invocations

Aquatic Adaptation: Breathe and use breath weapon underwater; gain swim speed.

Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.

Breath of the Night: Create a *fog cloud* as the spell.

Darkness: Create *darkness* as the spell.

Deafening Roar: Cone of sound deafens creatures.

Draconic Knowledge: Gain bonus on Knowledge and Spellcraft checks.

Endure Exposure: Use *endure elements* as the spell; target gains immunity to your breath weapon.

Magic Insight: Detect magical auras; identity magic items.

Scalding Gust: Use *gust of wind* as the spell; any creature in area takes fire damage equal to your level.

See the Unseen: Gain darkvision; gain *see invisibility* as the spell.

Lesser Invocations

Charm: Cause a single creature to regard you as a friend.

Draconic Flight: Sprout wings and fly at good maneuverability; fly longer overland.

Energy Resistance: Gain resistance 10 to acid, cold, electricity, fire, or sonic damage.

Enthralling Voice: Enthrall nearby creatures.

Frightful Presence: Make nearby creatures shaken.

Humanoid Shape: Take the form of any humanoid creature.

Voidsense: Gain blindsense 30 feet.

Voracious Dispelling: Use *dispel magic* as the spell, dealing damage to creatures whose effects are dispelled.

Walk Unseen: Use *invisibility* (self only) as the spell.

Greater Invocations

Aura of Flame: Aura deals fire damage to creatures that strike you.

Baleful Geas: A single creature becomes your servant, but slowly sickens and dies.

Chilling Fog: Create *solid fog* that deals cold damage.

Devour Magic: Use targeted *greater dispel* innate with a touch and gain temporary hit points based on the level of the spell successfully dispelled.

Draconic Toughness: Gain temporary hit points equal to your level.

Terrifying Roar: Use *fear* as the spell; creatures shaken by effect can't attack you.

Wingstorm: Create powerful gusts of wind with your invocation-granted wings.

Dark Invocations

Draconic Flight, Greater: Sprout wings and fly at perfect maneuverability; gain overland speed.

Energy Immunity: Gain immunity to acid, cold, electricity, fire, or sonic damage.

Instill Vulnerability: Make target creature vulnerable to specified energy type.

Perilous Veil: Use *veil* as the spell; anyone succeeding on Will save to negate the illusion takes damage.

PLAYING A DRAGONFIRE ADEPT

You are a student of what is arguably the oldest and most powerful force any mortal can manipulate—the fiery breath of dragons. Remember the nobility and grace of the forces you seek to understand, and act in all ways as you would expect a dragon to act. You are fierce as a friend, terrible as a foe, and confident in all actions. You see the value of treasure, but refuse to be defined or slowed down by what you own. The only improvement worth your time is self-improvement, and you take any opportunity to test yourself against the challenges of the world. You are steadfast in your goals, never allowing your quest for dragonlike powers to eclipse what you want to do with those powers. Your goals are both simple and grand, requiring years or even a lifetime of work—eliminating one entire race of foes, ruling your own kingdom, founding your own school or community, righting an ancient wrong, being acknowledged by true dragons as one of their kind, and so on. Nothing less is worthy of your time.

Religion

Most likely, you don't pay much attention to religion, focusing more on dragons than deities. If you do have religious tendencies, you're drawn to the same gods as sorcerers: Wee Jas, Vecna, and Boccob. Dragon deities, including Bahamut and Tiamat, are also popular choices, and you're willing to worship them even in lands where few others do so.

Other Classes

You value study, discipline, and raw power. You get along well with spellcasters of all kinds, especially bards and druids, whom you see as delving into the essence of music or nature much as you delve into the essence of breath weapons. You're similarly impressed with the skill shown by monks and fighters, who have devoted themselves to mastering styles of combat and self-improvement. In fact, you're tolerant of all classes, as long as members of those classes show you respect and have compatible alignments.

Combat

You are best served by hitting your foes first and keeping your distance from them. More resilient than a sorcerer, you still lack the defensive power of spellcasters or the armor of fighters, making you vulnerable (especially in melee). However, you need not move close to a foe to deal damage, and you can often catch multiple targets in a breath weapon attack. You are a heavy hitter in your party, but you depend on allies to keep foes from closing with you or focusing on you with ranged attacks.

As you advance, you are well served to invest in breath effects and invocations that have an effect other than dealing damage. If you can't drop a foe in one or two attacks, you can use Sickening Breath, Slow Breath, the *frightful presence* invocation, or the like to make your opponent less dangerous in a prolonged fight.

Advancement

You have spent your life trying to learn the secrets of a race older and more powerful than your own. This interest in dragons is more than academic—it has been the motivating force for years of difficult study, practice, and experimentation. Perhaps a dragon's breath weapon once destroyed your home or killed a loved one. and you vowed to gain control of the power that ruined your life. Or perhaps a good dragon used its breath weapon to eliminate an entire horde that otherwise would have raided your homeland. Whatever the case, since the day you first set foot on this path, you've worked to master a magic that is more primal than spells and more likely to provide defense than training with shields and armor.

The invocations you choose strongly shape your abilities. You are heavily invested in combat prowess as a result of the confrontational nature of breath weapons, but you have some flexibility in how you develop your power. If you choose only offensive invocations, you will have few defenses and limited versatility beyond combat, but you'll be devastating even in situations when your breath weapon is not a strong tactical choice. If you focus on other invocations, you will have more options outside a fight, but you might have only area attacks that could accidentally hurt a friend, or you might lack the elemental damage type needed to harm a particular foe.

HUMAN DRAGONFIRE ADEPT STARTING PACKAGE

Weapons: Morningstar (1d8, crit ×2, 6 lb., one-handed, bludgeoning and piercing).

Light crossbow (1d8, crit 19-20 ×2, range inc. 80 ft., 4 lb., piercing).

Skill Selection: Pick a number of skills equal to 5 + Int modifier.

Skill	Ranks	Ability	Armor Check Penalty
Appraise	4	Int	—
Bluff	4	Cha	—
Diplomacy	4	Cha	—
Intimidate	4	Cha	—
Knowledge (arcana)	4	Int	—
Knowledge (nature)	4	Int	—
Knowledge (the planes)	4	Int	—
Knowledge (religion)	4	Int	—
Spot	4	Wis	—

Feat: Ability Focus (breath weapon).

Bonus Feats: Dragontouched (class), Improved Initiative (race).

Gear: Backpack with waterskin, one day's trail rations, bedroll, sack, flint and steel, quiver with 20 bolts, hooded lantern, 3 pints of oil.

Gold: 1d4 gp.

DRAGONFIRE ADEPTS IN THE WORLD

"Tatiana is effective, devoted, and loyal, but she's disturbing. Dedicating yourself wholeheartedly to becoming something better, that I understand. Dedicating yourself to becoming something inhuman—that I don't."

—Ember, human monk

Dragonfire adepts allow players to take the roles of dragons without eclipsing other characters. A dragonfire adept can serve as a wise sage, a heavy-hitting source of mystic damage, or a crafty ally who confuses and weakens foes with invocations and breath effects. Though its primary abilities are based on familiar game mechanics, this class gives players new options without making other classes obsolete. It also brings dragons to the fore in a campaign, which gives players and Dungeon Masters alike new opportunities.

Daily Life

Dragonfire adepts divide their time between practicing the power of their breath weapon, undertaking study of their arcane invocations, and working to build a strong base of allies and friends. Good-aligned dragonfire adepts defend the weak and frightened, bringing the power of dragons to the aid of those in need. Evil dragonfire adepts chase after more treasure and more power, not caring who they harm in the process. Dragonfire adepts of all alignments remain alert for new sources of draconic lore and investigate likely leads or promising instructors.

Notables

Dragonfire adepts know they are constantly struggling to become more like a race other than their own, and they revere figures in history who accomplished this to an amazing degree. Among these notables, dragonfire adepts most commonly speak of Gannon Darkheart and Vorelei Frilltips. Both rose to master the draconic arts so perfectly that they were accepted by true dragons as equals, though not without trials and setbacks.

Gannon was a human of draconic heritage, the blood of black dragons having mixed into his family generations earlier. Though born into the noble life, his avarice and wild temper made him an outcast, and he sought to become more dragonlike to punish his community for spurning him. He had no concern for good or evil and willingly allied with any creature that could help him accomplish his goal. Though not actively evil, Gannon could not be trusted to keep his word or honor any deal or agreement he struck. He focused on the most damaging invocations and breath effects, charging heedlessly into battle under the assumption that he could kill any foe before it had a chance to seriously harm him. Gannon earned his place beside true dragons after defeating the gold dragon Aghutyr in single combat and taking its lair as his own. He established a small kingdom from Aghutyr's tower, slowly changing the surrounding territory into a dread marsh.

By contrast, Vorelei Frilltips began life poor and homeless on the streets of a large elf city, but she had an innate sense of fair play and concern for those in trouble. Her bravery drew the attention of Gaulirden, a silver dragon living incognito in the city. Gaulirden took her under his wing and raised her with his older children. Constantly surrounded by dragons. Vorelei learned their ways and assumed their powers as a means of helping the less fortunate. She was responsible for destroying the Circle of Fire, a vile school for evil wizards, and she gave her life defending a town from a blackguard's army long enough for the innocent to escape. After she fell, a council of good dragons buried her as one of their own, granting her in death an honor she never asked for in life.

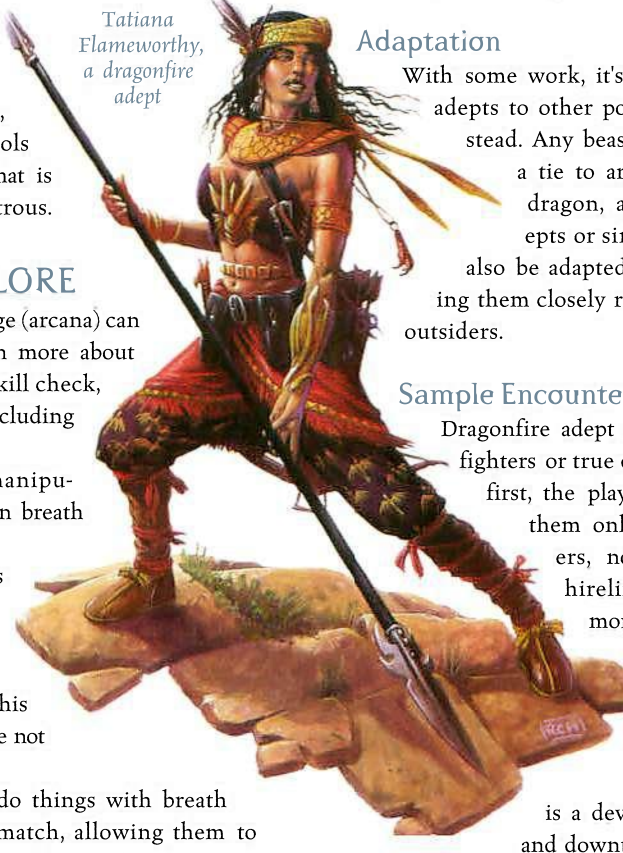
If dragonfire adepts are a new element of your campaign, the stories of these notables might refer to legends from the ancient past or tales of dragonfire adepts on other worlds. They could also exist as allegories—stories of fictional figures that all dragonfire adepts use to explore their philosophies and beliefs.

NPC Reactions

The reactions dragonfire adepts receive from communities are directly tied to how those cultures regard dragons and those who wish to emulate them. Residents who have suffered under the ravages of evil dragons are often fearful of—or hostile to—anyone who walks into town and lights a fireplace with a breath weapon, no matter her alignment. In places where dragons are seen as defenders, or at least neutral sages, dragonfire adepts are more likely to be received as great manipulators of magic similar to sorcerers. Kingdoms in which dragonfire adepts are common are often more savvy in their dealings with the class.

Races: Dwarves are extremely suspicious of dragonfire adepts, viewing them as two-legged versions of the greedy, treasure-loving monsters that often raid their settlements. They are especially doubtful of dwarf dragonfire adepts, who are seen as traitors to their own race.

Other Classes: Sorcerers are drawn strongly to dragonfire adepts because the two classes share a primal link to dragonkind. Monks, however, are often puzzled, branding dragonfire adepts as fools who seek to become something that is at best freakish and at worst monstrous.



Tatiana Flameworthy, a dragonfire adept

DRAGONFIRE ADEPT LORE

Characters with ranks in Knowledge (arcana) can research dragonfire adepts to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dragonfire adepts are manipulators of arcane power who focus on breath weapon abilities.

DC 15: Dragonfire adepts access draconic magic not through the mystic spells of sorcerers but through invocations that give them dragonlike power. Despite this strong connection to magic, they are not spellcasters.

DC 20: Dragonfire adepts can do things with breath weapons that even dragons can't match, allowing them to harm, hamper, or demoralize foes with a range of line and cone effects.

DRAGONFIRE ADEPTS IN THE GAME

As bottomless sources of arcane damage, dragonfire adepts serve roles similar to those of sorcerers and fighters, though they duplicate the abilities of neither. They also contribute to overall party support, as do bards and clerics, though this is not their primary role. The class should suit players who dislike the bookkeeping that comes with spellcasters but still want to experiment with arcane options and work with other characters to bring down particularly formidable foes.

Though the dragonfire adept class is not more powerful than other standard classes, it allows characters to forge a close connection to one of the most popular elements of the game—dragons. Even if a dragonfire adept never faces other draconic foes, the player gets to call on dragonlike abilities often enough to feel important and special. The DM should make sure that NPCs occasionally react to a character who commands the breath weapon of a dragon with the respect and awe the player is likely to expect.

Generally, dragonfire adepts act similarly to dragons of the same alignment, but they often display the concerns and biases of their own race as well. An elf dragonfire adept can be found defending the forest home of his ancestors, or a half-orc dragonfire adept leading a raiding party into human territories. Rather than devote their lives purely to the draconic, they add their desire to prove their dragonlike nature on top of more typical concerns.

Adaptation

With some work, it's possible to link dragonfire adepts to other powerful mythic creatures instead. Any beast with a breath weapon and a tie to arcane magic can replace the dragon, allowing for winter wolf adepts or similar variants. The class can also be adapted to elemental powers, making them closely related to genies or elemental outsiders.

Sample Encounter

Dragonfire adept NPCs can take the place of fighters or true dragons in any encounter. At first, the player characters should know them only as leaders and commanders, not rank-and-file flunkies or hirelings. If the class becomes more commonplace in the campaign, the DM can begin adding them to the background of larger groups.

EL5: Tatiana Flameworthy is a devoted champion of the weak and downtrodden who actively pursues evildoers. A strong believer in vengeance, she is tracking a band of marauding raiders who pose as adventurers. In this quest, she comes upon the PCs, whom she suspects of being the criminals she seeks. Knowing that she is a better bluffer and diplomat than a judge ot character, she tries to draw the PCs into a discussion of their goals and recent activities. If they convince her of their innocence, she asks their aid in hunting down the group responsible for the crimes.

TATIANA FLAMEWORTHY CR 5

Female human dragonfire adept 5
LG Medium humanoid (human, dragonblood)
Init +1; **Senses** darkvision 60 feet, *see invisibility,* Listen +2, Spot +10
Languages Common. Draconic

AC 15, touch 11, flat-footed 14
(+1 Dex, +2 natural, +2 *bracers)*
hp 38 (5 HD)
Fort +8, **Ref** +3, **Will** +5; +1 against paralysis and sleep effects

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Speed 30 ft. (6 squares)
Melee mwk morningstar +2 (1d8+1)
Base Atk +2; **Grp** +3

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Special Actions breath weapon
Invocations Known (CL 5th):
Least (at will)—*beguiling influence*† (bonuses already added to skills), *see the unseen*†
Breath Effects Known (CL 5th):
Lightning Breath†, Weakening Breath†

Abilities Str 13, Dex 12, Con 16, Int 13, Wis 10, Cha 14
Feats Draconic Aura†, Dragonfire Assault†, Dragontouched†, Power Attack
Skills Bluff+16, Concentration +11, Diplomacy +8*, Intimidate +12, Knowledge (arcana) +7, Knowledge (dungeoneering) +3, Listen +2. Search +3, Sense Motive +6. Spot +10, Use Magic Device +10
* Tatiana has a +4 competence bonus on Diplomacy checks made to influence the attitude of dragons or creatures of the dragonblood subtype.
Possessions masterwork morningstar, *bracers of armor* +2, *cloak of resistance* +1, *wand of cure light wounds* (50 charges)

Breath Weapon (Su) At will; 30-foot line or 15-foot cone, 3d6 fire damage, DC 15 Reflex half; or 30-foot line, 3d6 electricity damage, DC 15 Reflex half (Lightning Breath); or 15-foot cone, –6 penalty to Strength for 4 rounds, DC 15 Fortitude reduces duration to 2 rounds (Weakening Breath). Tatiana cannot use her Lightning Breath or Weakening Breath in 2 consecutive rounds, though she can continue to use her standard breath weapon.

Dragonkin (Ex) In addition to her Diplomacy skill bonus, Tatiana is treated as a dragon for the purpose of determining whether frightful presence can affect her.

DIAMOND DRAGON

"Let me show you a little trick I picked up from . . . a friend"
—Morvek Thar

Not all draconic secrets are about magic. In addition to the well-known chromatic and metallic true dragons, there are the gem dragons. Clinging more closely to neutrality, these beasts of crystal and thought are masters of the powers of the mind, rather than of arcane forces. Much as sages believe the better-known dragons were the first to harness arcane magic, psionic scholars think the gem dragons were the first to unlock the vast potential of the mind. The boldest of them study the link between gem dragons and psionics, learning to tap into what they refer to as the "draconic psionic collective." They see themselves as drawing power from psionic dragon energy and call themselves diamond dragons, after the rarest of gemstones.

BECOMING A DIAMOND DRAGON

Diamond dragons normally arise from the ranks of psions and wilders who seek a more martial path for their training. The physical rigors required to understand how gem dragons think force psions to bulk up considerably, while the unconventional path of dragon-based psionics appeals to the wilders' less disciplined nature. Fewer psychic warriors walk the path of the diamond dragon, lacking the power points necessary to make best use of the abilities learned. However, their naturally combative power selection matches well with dragon psionics, so those with a method of boosting their power points make very effective diamond dragons.

ENTRY REQUIREMENTS

Alignment: Neutral good, neutral evil, lawful neutral, chaotic neutral, or neutral.
Base Attack Bonus: +3.
Skills: Knowledge (arcana) 3 ranks.
Languages: Draconic.
Special: Ability to manifest 3rd-level psionic powers.

CLASS FEATURES

Diamond dragons learn to channel the powers of dragons through their psionics, duplicating the abilities and physical features that true dragons take for granted. Doing this requires them to spend somewhat less energy on traditional psionic studies, though they continue to learn nondraconic psionic powers only slightly more slowly than their traditional brethren. The payoff for this reduction in standard psionic power is the ability to fight, fly, and even cow foes as dragons do.

Manifesting: At every level except 1st and 6th, you gain new power points per day, access to new powers, and an increase in manifester level as if you had also attained a level in a manifesting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one manifesting class before becoming a diamond dragon, you must decide to which class to add each level for the purpose of determining maximum power level, manifester level, and new power access.

Dragon Augmentation (Ex): Learning to think the way dragons think is more than a matter of mental training. Dragons are extremely fit creatures, and a psionic character must begin to match that fitness as parr of learning their mental habits. At 1st level, as a result of such study and physical training, you gain a +1 bonus to Strength, Dexterity, or Constitution (your choice). Once this choice is made, it cannot be changed. At 5th level and again at 10th level, you have the choice of increasing the same ability score by another +1, or adding a +1 bonus to a different physical ability score.

Sleep/Paralysis Neutralization (Su): Starting at 1st level, you are capable of overcoming magical sleep and paralysis effects by drawing on the mental powers of gem dragons. As an immediate action, when you would magically be put to sleep or paralyzed, you can expend 1 power point to neutralize the effect.

Channel Dragon Claws (Su): Starting at 2nd level, you can channel the power of the gem dragons to form claws made of psionic energy. They appear as shimmering, clear crystal claws that form around your own fingers. Manifesting the claws takes one standard action and 1 power point. The claws last for 1 minute per manifester level and deal 1d6 points of slashing damage (assuming you are Medium) plus your Strength bonus. You can attack with one claw as a standard

TABLE 2–3: THE DIAMOND DRAGON **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Powers Known
1st	+0	+0	+2	+2	Dragon augmentation, sleep/paralysis neutralization	—
2nd	+1	+0	+3	+3	Channel dragon claws	+1 level of existing manifesting class
3rd	+2	+1	+3	+3	—	+1 level of existing manifesting class
4th	+3	+1	+4	+4	Breath weapon	+1 level of existing manifesting class
5th	+3	+1	+4	+4	Dragon augmentation	+1 level of existing manifesting class
6th	+4	+2	+5	+5	Channel dragon wings	—
7th	+5	+2	+5	+5	—	+1 level of existing manifesting class
8th	+6	+2	+6	+6	Channel dragon tail	+1 level of existing manifesting class
9th	+6	+3	+6	+6	—	+1 level of existing manifesting class
10th	+7	+3	+7	+7	Dragon augmentation, frightful presence aura	+1 level of existing manifesting class

Class Skills (2 + Int modifier per level): Autohypnosis, Balance, Climb, Concentration, Craft, Jump, Knowledge (arcana), Knowledge (psionics), Profession, Psicraft. Ride, Search, Swim, Use Psionic Device.

action or both claws as a full-round action. In addition, in any round in which you take a standard action to manifest a psionic power, you can make a single claw attack as a swift action.

For every 2 additional power points you spend to manifest your dragon claws, you gain a +1 enhancement bonus on attack rolls and damage rolls with the claws (maximum +5). You can spend a number of power points on this ability equal to or less than your manifester level.

Breath Weapon (Su): At 4th level, you can manifest a breath weapon attack, similar to those of various dragons. Doing this costs 5 power points and deals cold, electricity, fire, or sonic damage (chosen at the time of manifestation; see below for details); a successful Reflex save (DC 10 + class level + your Int modifier) halves the damage. Each of the damage types acts slightly differently, as detailed below.

Cold: This 30-foot-long. cone-shaped breath weapon deals 5d8 points of cold damage and allows a Fortitude save (not a Reflex save) for half damage.

Electricity: This 60-foot-long, line-shaped breath weapon deals 5d6 points of electricity damage and adds 2 to the save DC.

Fire: This 30-foot-long, cone-shaped breath weapon deals 5d8 points of fire damage.

Sonic: This 30-foot-long, cone-shaped breath weapon deals 5d4 points of sonic damage and ignores objects' hardness.

For every additional power point you spend on your breath weapon, you deal an extra die of damage. You can spend a number of power points on this ability equal to or less than your manifester level.

Channel Dragon Wings (Su): Starting at 6th level, you can form wings made of psionic energy. The wings form without damaging or being hampered by any armor or clothing worn. Manifesting the wings costs 7 power points. The wings grant you a fly speed of 30 feet with perfect maneuverability and last for 1 minute per manifester level. You cannot fly if you are carrying a heavy load. Flying with the wings takes only as much concentration as walking, leaving you tree to fight or manifest psionic powers.

For every 2 additional power points you spend, your fly speed increases by 5 feet. You can spend a number of power points on this ability equal to or less than your manifester level.

Channel Dragon Tail (Su): Starting at 8th level, you can form a long dragon tail made of psionic energy. The tail appears to be a shimmering, clear, crystal appendage that grows from your own spine. Manifesting the tail costs 9 power points, and it lasts for 1 minute per level. The tail has twice your normal reach (thus, it has a reach of 10 feet if you are human but 20 feet if you are an ogre), and you can make a melee attack with it as a standard action, dealing 1d8 points of bludgeoning damage (assuming you are Medium) plus 1–1/2 × your Strength bonus, if you also have claws from your channel dragon claws ability, you can attack with the tail and both claws as a full-round action (treat the claws as secondary natural weapons for the purpose of your attack rolls). Your psychic tail cant make attacks of opportunity.

For every 2 additional power points you spend on your dragon tail, you gain a +1 enhancement bonus on attack rolls and damage rolls with the tail (max +5). You can spend a number of power points on this ability equal to or less than your manifester level.

Frightful Presence Aura (Su): At 10th level, you gain the ability to project a frightful presence aura similar to that of a dragon. Activating your frightful presence costs 11 power points; once activated, it remains active for 5 rounds. The frightful presence functions in a 60-foot radius. Any enemy within this area must make a Will save (DC 10 + class level + your Int modifier) or be shaken for the remainder of the frightful presence's duration. Creatures with fewer than half your Hit Dice are frightened rather than shaken.

For every additional power point you spend on your frightful presence aura, the duration increases by 1 round. You can spend a number of power points on this ability equal to or less than your manifester level.

PLAYING A DIAMOND DRAGON

You have learned to tap into the energies of the minds of dragons, drawing forth pure psionic powers that others cannot access. Much like a sorcerer with draconic feats or a dragonfire adept, you have elevated yourself above others of your race, becoming more like a dragon than a humanoid. You're proud of this accomplishment, and it shows. Knowing you're better able to survive a fight gives you the confidence to be open about your superiority. You don't need to be smug or overbearing, bur you do exude a quiet sense of personal satisfaction and accomplishment.

Combat

You are better able to engage in close combat than typical psions or wilders. In addition to being more physically fit, you can employ your channeled claws or tail to strike at foes in melee without giving up psionic attacks. Your cone-shaped breath weapon can catch numerous foes in it near the front line, while your line-shaped breath weapon allows you to strike at enemies who hold back, such as spellcasters and masterminds. However, you are not as resilient as a true fighter and still depend on armor or defensive psionic powers for safety. You should be ready to retreat (possibly by flying away) if you run low on power points.

Advancement

There are many ways to find the path of the diamond dragon. You might have been driven to understand psionic dragons, naturally developing a closer understanding of them through study and mediation. You might have actually met such a creature, perhaps many years ago when you first learned psionics, and found yourself moving toward a form that's more in keeping with that teacher. Or perhaps you simply had visions or dreams about using psionic energy in dragon form and followed them to create a training program that made you what you are today.

Now that you've begun to see real benefits from your study into dragon psionics, a long and clear course of study lies before you. You gain some draconic power at nearly every level and can augment your abilities with careful selection of your other psionic powers. You can become more dragonlike and expand your mental studies long after you've mastered the secrets of this prestige class.

As a diamond dragon, you have greater freedom than other psionic characters when selecting psionic powers, because you know that as you progress through your new career, you'll automatically gain melee and ranged attack powers and mobility, though all at a cost in power points. When selecting your other psionic powers, focus on those that increase your defense, healing ability, or general utility. Since you'll burn through power points faster than most psionic characters, you would benefit from taking the Psionic Talent feat as many times as you can manage. In addition, your greater physical abilities make Body Fuel an attractive choice.

Resources

All diamond dragons share a sense of kinship that binds them together, even if they end up on opposite sides of an issue. You can count on polite treatment from diamond dragons who oppose you and warm hospitality from those who do not. Having taken the mantle of being a dragon, you are expected to be self-sufficient, but you could ask for a meal and a safe place to sleep without violating that expectation. A few colleges of diamond dragons exist, welcoming all who come to them in peace. Many of these colleges have one or two gem dragons that teach and maintain order. At these places, you can attend classes or find a quiet place to mediate, but you cannot recruit armies to march off to war.

DIAMOND DRAGONS IN THE WORLD

"I thought we had him—before he hit me with that blasted tail and flew off!"

—Tordek, dwarf fighter

Diamond dragons fit well in any game that includes both psionics and a higher concentration of dragons. Though based on psionic gem dragons, diamond dragons can operate even it neutral dragons are not common in the campaign. A diamond dragon might have learned draconic powers from an ancient tome of lore, a senior diamond dragon, or a rare lone gem dragon sitting atop a distant mountain. Most members of this prestige class wander and test their new abilities against the threats of the world, making them excellent choices for adventurers.

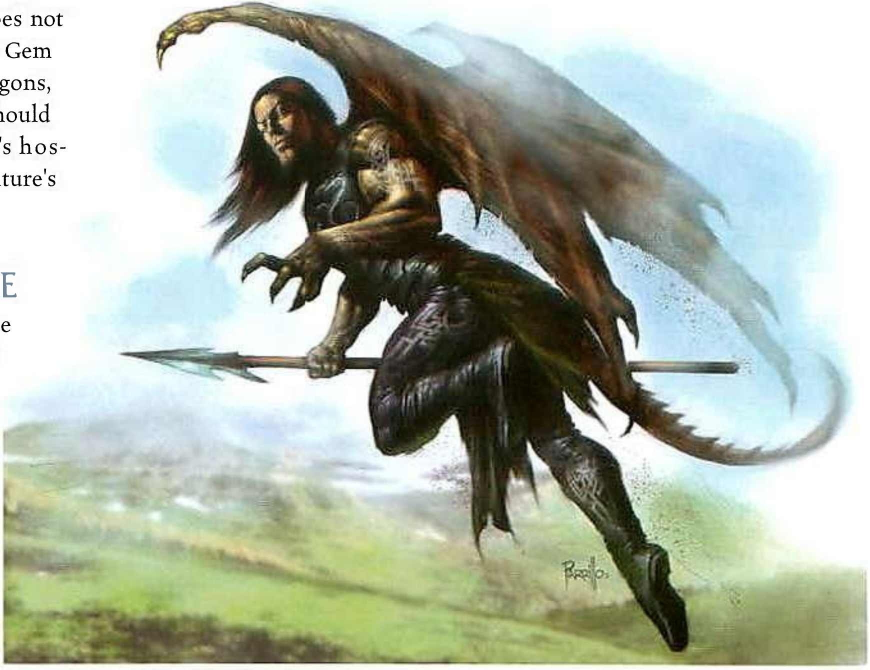
Organization

Diamond dragons spend little time in the cloistered schools where psionics are taught. At a typical psionics school, they are treated as venerated outsiders, asked to speak about their unique view of psionics and their experiences as a draconic thinker, bur they are not expected to stay for any great length of time. A diamond dragon who wishes to remain at a particular school for a few weeks or months could teach classes or perform difficult chores in exchange for a small cell and simple fare, but the characters radical path prevents him from attaining a position of power there.

Less commonly, a diamond dragon might establish his own school upon retirement, creating a place that teaches only the draconic version of psionics. In these colleges, wandering diamond dragons and true gem dragons can stay as long as they wish, and students handle all chores. The more draconic powers a diamond dragon can demonstrate, the greater authority he enjoys.

NPC Reactions

Diamond dragons are too rare for most groups to have formed any particular opinions about them. Most communities treat diamond dragons as they would any psionic characters—or as psychic warriors, if the community recognizes a difference between the manifesting classes. Sorcerers and dragonfire adepts often see diamond dragons as kindred spirits, though this attitude does not automatically lead to a friendly reaction. Gem dragons are friendly toward diamond dragons, whom they consider younger cousins. Should a diamond dragon violate a gem dragon's hospitality and goodwill, however, the creature's attitude becomes hostile very quickly.



Morvek Thar learns to take advantage of the ultimate high ground

Illus. by L. Parrillo

DIAMOND DRAGON LORE

Characters with ranks in Knowledge (psionics) can research diamond dragons to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Diamond dragons are psionic characters with dragonlike abilities.

DC 15: Diamond dragons channel the power of psionic gem dragons, gaining claws, wings, tails, and similar powers.

DC 20: By learning draconic powers, psionic diamond dragons grow physically tougher and gain new attack options—including a breath weapon.

DC 30: Characters who achieve this level of success can learn important details about a specific notable diamond dragon, the areas where he operates, and the kinds of activities he undertakes.

Most diamond dragons travel constantly, making them difficult to find. If a diamond dragon school operates in an area, it's possible to set up a meeting with a junior faculty member in a day or two, or a senior member in no less than a week. It's traditional (but not mandatory) to bring gifts to such a teacher to show respect.

DIAMOND DRAGONS IN THE GAME

Because they are wanderers, diamond dragons fit well in campaigns where psionic characters are normally found only in far-off lands. A single diamond dragon can exist without requiring a whole network of psionic characters to have taught and trained him. If gem dragons exist in the campaign, they can become the source of all diamond dragons, training a single student every few centuries.

Diamond dragons appeal to players who like psions and wilders but find them too fragile. This prestige class might not be martial enough for players who like psychic warriors, though some will enjoy it. The class is strongly rooted in the psionics system and requires more bookkeeping than a typical psionic character, so it's best reserved for players who have experience with that kind of character.

Adaptation

If the campaign doesn't include gem dragons, the Dungeon Master can easily transform diamond dragons into more generic psionic characters who use their mental powers to emulate dragonlike features, rather than channeling them from a conceptual collective. In a campaign with no psionics at all, the DM could turn diamond dragons into an arcane prestige class, allowing them to fuel their special abilities by spontaneously sacrificing existing spells rather than spending power points. Treat a sacrificed spell as having a number of power points equal to twice its spell level minus 1. Thus, a diamond dragon could sacrifice a 3rd-level spell to power his breath weapon class feature.

Sample Encounter

Although diamond dragons always have an alignment that is at least partially neutral, they are not a homogenous group. A neutral evil diamond dragon can be cruel and capricious, inflicting pain just for the sadistic pleasure it gives him. A chaotic neutral diamond dragon might act so randomly as to seem insane. Good-aligned diamond dragons make fine allies and colleagues, though their need to constantly test themselves can cause problems.

EL 8: Morvek Thar recently found the path of the diamond dragon and still revels in his new abilities. To test himself, he has set up a camp at a ford in a major river and challenges anyone who wishes to cross. He demands either payment of 100 gp per traveler, or a chance at single combat with one member of the party. Morvek simply wants to see what he can accomplish now, though he surrenders or retreats rather than face serious injury or defeat.

MORVEK THAR **CR 8**

Male elan psion (kineticist) 6/diamond dragon *2*
NE Medium aberration
Init +2; Senses Listen +0, Spot +0
Languages Abyssal, Common, Draconic

AC 22, touch 12, flat-footed 20
(+2 Dex, +6 armor, +4 *force screen)*
hp 51 (8 HD) (includes 20 from *vigor);* DR 5/– *(inertial barrier)*
Fort +3, **Ref** +7, **Will** +8; +4 when using the elan racial trait resistance

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Speed 30 ft. (6 squares)
Melee mwk shortspear +7 (1d6+2) or
Melee 2 claws +6 each (1d6+1)
Base Atk +4; **Grp** +6
Special Actions can make a single claw melee attack any round he takes a standard action to activate a psionic power
Power Points/Day: 72, 59 remaining; Psion Powers Known (ML 7th):
4th—*empathic feedback, inertial barrier**
3rd—*body adjustment, dispel psionics, energy wall* (DC 16), *touchsight*
2nd—*detect hostile intent, elfsight, energy adaptation (specified), energy missile* (DC 15)
1st—*catfall, control object, crystal shard, force screen*, vigor**
* Already manifested

Abilities Str 14, Dex 14, Con 13, Int 16, Wis 10, Cha 6
Feats Armor Proficiency (light), Psionic Talent (x4)
Skills Balance+3, Climb+10, Concentration +12, Intimidate +8, Knowledge (arcana) +6, Knowledge (dungeoneering) +7, Knowledge (psionics) +8, Listen +0, Psicraft +14, Spot +0
Possessions +1 *mithral breastplate,* masterwork shortspear, *ring of climbing*

Dragon Augmentation (Ex) Morvek has gained a +1 bonus to Strength (already included above).
Elan Racial Traits Morvek takes a –2 penalty to Charisma (already included above). As an aberration, he is not subject to spells or effects that affect humanoids only. In addition, he has the following abilities:

Resistance (Su) As an immediate action, Morvek can spend 1 power point to gain a +4 racial bonus on saving throws until the beginning of his next action.

Resilience (Su) When Morvek is about to take damage, as an immediate action, he can reduce the damage by 2 points for every 1 power point he spends.

Repletion (Su) If Morvek spends 1 power point, he does not need to eat or drink for 24 hours.

Sleep/Paralysis Neutralization (Su) Whenever Morvek would be magically put to sleep or paralyzed, he can spend 1 power point as an immediate action to neutralize the effect.

DRAGON DESCENDANT

"When you cross me, you cross my entire heritage. And my ancestors were unstoppable tyrants of the skies."
—Lauthus Thulcher, dragon descendant

A secretive monastic order, dragon descendants tap into the power of their draconic heritage to call on their ancestors in times of need. Then they fight in synthesis with the spirit of a long-dead dragon that bolsters both offense and defense.

BECOMING A DRAGON DESCENDANT

Almost all dragon descendants are monks with multiple chromatic dragons in their family tree. Bur they aren't necessarily evil, nor do they necessarily know all the details of their ancestry.

ENTRY REQUIREMENTS

Skills: Concentration 8 ranks.
Feats: Combat Reflexes, Dragontouched or Draconic Heritage (any chromatic dragon), Improved Unarmed Strike.
Special: Still mind class feature.

TABLE 2–4: THE DRAGON DESCENDANT HIT DIE: D8

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Monk abilities, rampaging ancestor
2nd	+1	+3	+0	+3	Ancestral lore
3rd	+2	+3	+1	+3	Subtle ancestor
4th	+3	+4	+1	+4	Slippery mind
5th	+3	+4	+1	+4	Eldritch ancestor
6th	+4	+5	+2	+5	Rapid calling
7th	+5	+5	+2	+5	Enduring ancestor
8th	+6	+6	+2	+6	*Detect dragonblood*
9th	+6	+6	+3	+6	Ancient ancestor
10th	+7	+7	+3	+7	Double synthesis

Class Skills (4 + Int modifier per level): Balance, Climb, Concentration, Craft, Diplomacy, Escape Artist, Hide, Jump, Knowledge (history), Knowledge (religion), Listen, Move Silently, Profession, Sense Motive. Spot, Swim, Tumble.

CLASS FEATURES

As you attain higher levels, you gain access to more of your ancestral heritage, culminating in your ability to call on the spirits of two of your ancestors at the same time.

Monk Abilities: Throughout your career as a dragon descendant, your dragon descendant levels stack with your monk levels for determining your unarmed damage, Armor Class bonus, and unarmored speed bonus.

Ancestor: At every odd-numbered level, you can tap into the power of a specific, notable ancestor dragon to augment your own abilities. When you call an ancestor's spirit to you, your facial features shift to become a combination of your own face and that of your ancestor. Calling an ancestor spirit is a standard action.

Until you reach 10th level, you can have only one ancestor spirit active at a time. When you call a new one, the old one automatically departs.

Rampaging Ancestor: Starting at 1st level, you can call a dragon ancestor known for its destructive rampages through the countryside. When you call that ancestor's spirit, you become immune to fear and gain a +1 insight bonus on attack rolls and damage rolls. At 5th level the insight bonus increases to +2, and at 9th level it increases to +3. In addition, your unarmed strikes are considered to be magic and chaotic-aligned for the purpose of overcoming damage reduction.

Subtle Ancestor: Starting at 3rd level, you establish a connection to an ancestor dragon that was a puppet master, wielding influence among the lesser races with subterfuge. When you call that ancestor's spirit, you gain an insight bonus on Hide checks and Move Silently checks equal to your dragon descendant class level, and you don't take the standard –5 penalty for moving quickly while you sneak around. You can also make sneak attacks as a rogue of your dragon descendant level, dealing an extra 2d6 points of damage with each successful sneak attack (this stacks with any existing sneak attack or similar class feature you have).

Eldritch Ancestor: Starting at 5th level, you can connect to an ancestor dragon that was a powerful spellcaster. When you call on the eldritch ancestor's spirit, you gain the spell-like ability to emit a ray with a range of 60 feet. This ranged touch attack affects a single target, allows no saving throw, and deals 1d6 points of damage per two dragon descendant class levels. The ray is the equivalent of a spell whose level is equal to one-half your dragon descendant class level (round down). The ray is subject to spell resistance, and it deals half damage to objects.

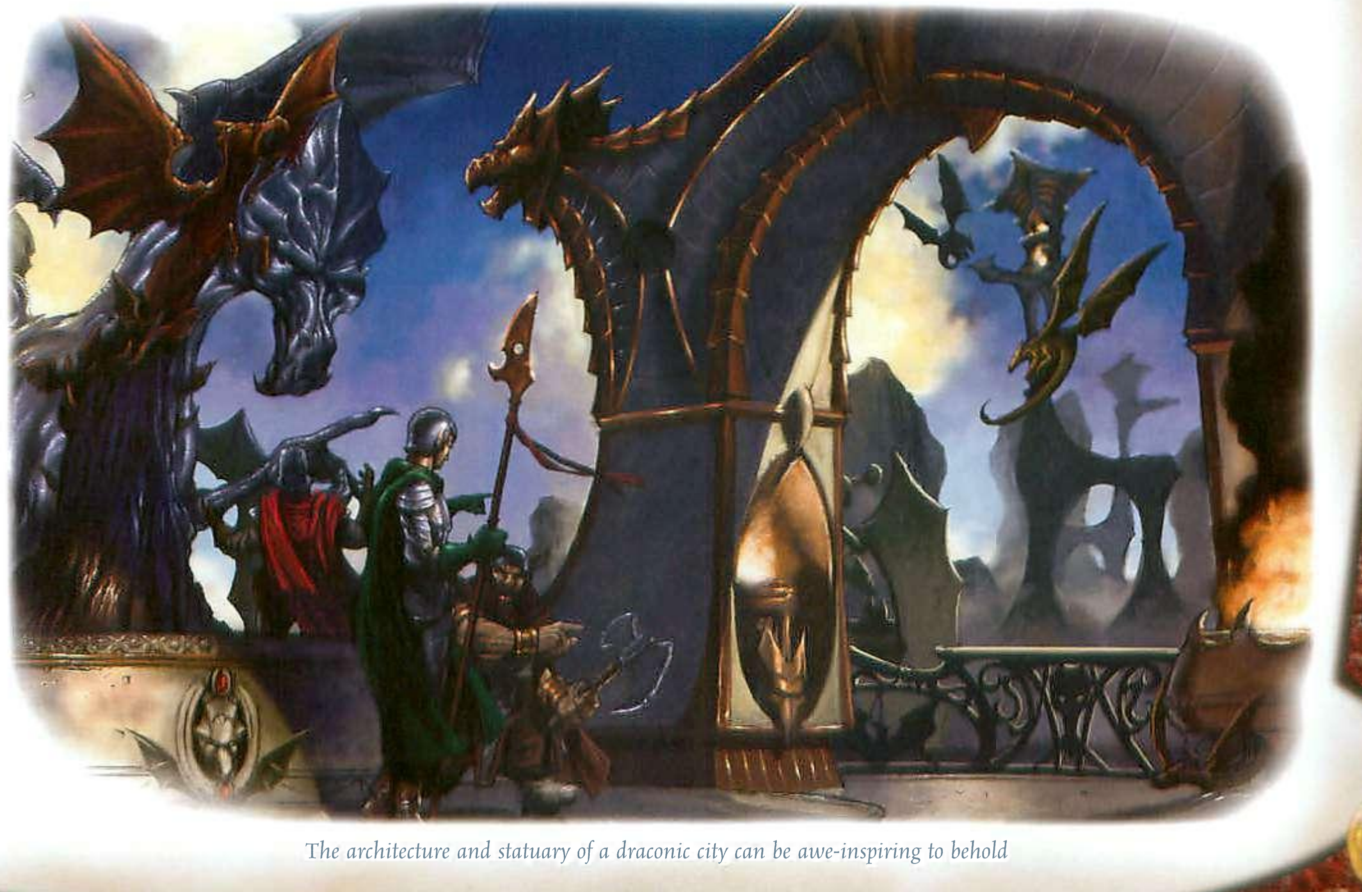
Enduring Ancestor: Starting at 7th level, you connect to an ancestor dragon that survived such adversity as attacks from other dragons, would-be dragonslayers, and adventurers seeking to raid its hoard. When you call on this ancestor's spirit, you gain an insight bonus on saving throws equal to one-half your class level. You also gain damage reduction X/cold iron, where X is equal to your dragon descendant class level.

Ancient Ancestor: Starting at 9th level, you reach an ancestor dragon known widely to sages and historians even today—one of the great ancient dragons of folklore. When you call on this ancestor's spirit, you can make an attack of opportunity against any foe who attempts a melee attack against you, until you have reached your limit of attacks of opportunity set by your Dexterity score and the Combat Reflexes feat. Furthermore, you gain an insight bonus to your Armor Class equal to one-half your dragon descendant class level.

Ancestral Lore: When you meditate, you sometimes hear the whispers of your ancestors, and if you concentrate hard enough, you can briefly communicate with them and benefit from their draconic lore. This contact functions like bardic knowledge (PH 28). except that you substitute a Concentration check for the bardic knowledge check. Starting at 2nd level, you can meditate in this way once per week.

Slippery Mind: Starting at 4th level, the presence of an ancestor dragon's spirit can jar your mind free of magical effects that would otherwise control or compel you. For more details, see the rogue class feature (PH 51).

Rapid Calling: By 6th level, you have made such lasting connections to your ancestors that you're able to call them forth more quickly. From now on, connecting to an ancestor spirit takes only a swift action, not a standard action.



The architecture and statuary of a draconic city can be awe-inspiring to behold

Illus. by B. Hagan

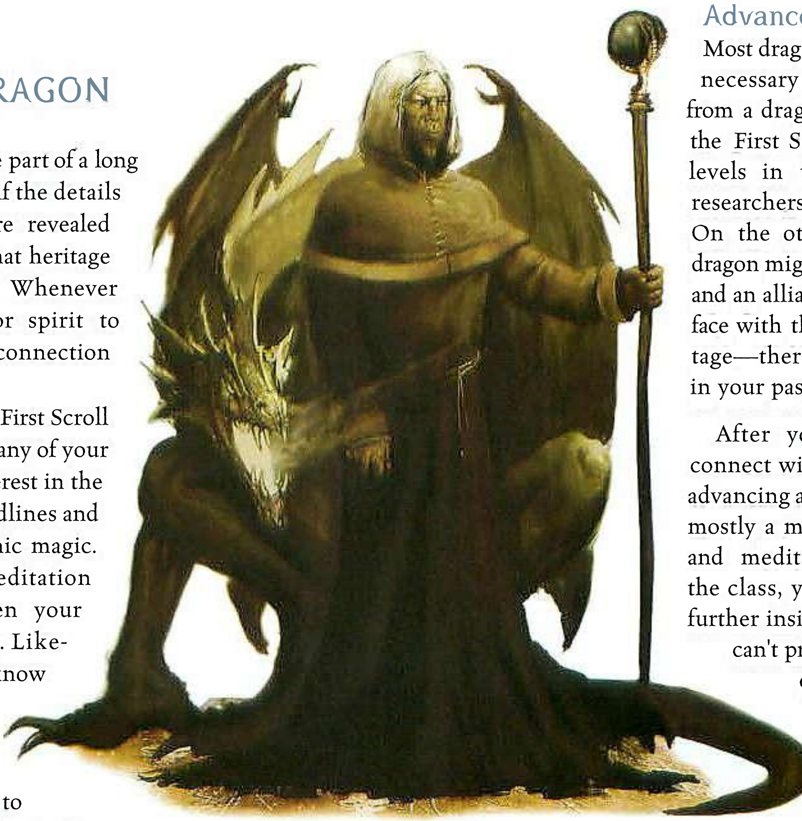
Detect Dragonblood (Sp): Starting at 8th level, you can detect nearby dragons at will; their blood seems to sing to you faintly. See the *detect* dragonblood spell, page 65.

Double Synthesis: Starting at 10th level, your soul is such a welcome home for your ancestors that you can have two ancestor dragon spirits active at the same time, gaining the full benefit of each. If you call a third ancestor, the spirit that has been with you the longest departs to make room for the newcomer.

PLAYING A DRAGON DESCENDANT

You know that you are part of a long line of dragons, even if the details of your genealogy are revealed only gradually, and that heritage is important to you. Whenever you call an ancestor spirit to share your soul, that connection deepens.

The scholars of the First Scroll (see page 141) share many of your values, such as an interest in the power of dragon bloodlines and the potency of draconic magic. They teach the meditation techniques that open your soul to your ancestors. Likewise, some dragons know these techniques and can teach them to students. Certain dragons go so far as to watch their human relative from a distance, revealing the true "family history" when the character reaches adulthood. Thus, it's not uncommon for a dragon descendant to learn the techniques of the class but grow horrified by the evil acts of the dragons that teach them. Fortunately, once a dragon descendant learns the meditation techniques, he subsequently needs only solitary practice. The path to ancestral enlightenment doesn't require constant study with dragons or the First Scroll.



Lauthus Thatcher,
a dragon descendant

Illus. by E.M. Gist

Combat

The most important choice you make in combat is which ancestor spirit you want.

- The rampaging ancestor is always a solid choice in melee; no one looks askance at bonuses on attack rolls and damage rolls.
- The subtle ancestor is useful when infiltrating and attacking with surprise, but it's less helpful if your foes are aware of you.
- The eldritch ancestor has only one benefit, but it's a big one: a ranged attack no monk can match. Combined with your monklike maneuverability, it makes you an elusive foe.
- Choose the enduring ancestor when you're trying to occupy a monster's full attention while your allies do something else.
- Call the ancient ancestor in climactic fights to the death with a major enemy.

Advancement

Most dragon descendants learn the necessary meditative techniques from a dragon or from members of the First Scroll. As you gain more levels in this class, First Scroll researchers might ask for your help. On the other hand, a chromatic dragon might tempt you with power and an alliance, bringing you face to face with the truth about your heritage—there are powerful evildoers in your past.

After you've learned how to connect with your ancestor spirits, advancing as a dragon descendant is mostly a matter of solitary practice and meditation. Once you enter the class, your instructors have no further insight to provide, and they can't prevent your advancement even if you spurn them.

At every odd-numbered level, you become able to connect to a new ancestor dragon spirit. The first time you do so is during an extended meditation not unlike a seance. You converse with your ancestor, and thereafter that same ancestor spirit will return whenever you call. Some dragon descendants revel in the connection with their ancestry and treat the spirits as friends. Others hold them at a serene distance, and a few smile as they force the evildoers of the past to make amends by using their power for good.

When you gain access to a new ancestor, take some time to think about who that dragon was in life. It's more. interesting to plead, "Aid me, oh Kur-i-yah of the Howling Mountains" than to simply say "I call my rampaging ancestor."

Resources

Because dragon descendants are solitary in nature, individuals provide little if anything in the way of resources for one another. Unless you are affiliated with an organization such as the First Scroll (see below), it is likely that the only resources you have access to are those that you procure for yourself.

DRAGON DESCENDANTS IN THE WORLD

"I don't know where she learned such martial arts techniques. They have a... sinuous quality I've never seen before."
—Horu Desh, master of the Knife-as-Wind school

Dragon descendants engage in the same rigorous physical and mental exercises that monks do. plus they spend time in meditation communing with their ancestors. A dragon descendant is almost always sharing spirit-space with a long-dead ancestor, so it's common for him to make historical references that other members of his party don't understand. Some dragon descendants change personalities—at least to a degree—depending on which ancestor spirit they're currently hosting.

Organization

Dragon descendants have no formal organization of their own. A human monk known only as Brother Denka was the first dragon descendant among members of the First Scroll, more than 400 years ago. He taught the technique to dozens of disciples before being summoned to meet with the group's upper hierarchy, after which he was never seen again.

Today, many dragon descendants remain affiliated with the First Scroll, taking directions from the group's leaders. Others serve mighty dragons as trusted lieutenants. In fact, a human dragon descendant who has risen to the top of the Shadow's Fangs cabal (see page 144) actually shares an ancestor with the group's secret master. Vaeratrux.

NPC Reactions

Chromatic dragons show great respect to dragon descendants because they have a special connection to their own bloodline and heritage. Thus, chromatic dragons have an initial attitude of friendly toward any dragon descendant who is not overtly hostile or is not known to be working against that dragon's particular machinations.

Few others know about dragon descendants and so have no preconceptions about them. However, historians—characters with 4 or more ranks in Knowledge (history)—are fascinated with the idea of conversing with long-dead ancestors, and a dragon descendant who demonstrates this ability gains a +2 circumstance bonus on social interactions with them.

DRAGON DESCENDANT LORE

Characters with ranks in Knowledge (arcana) can research dragon descendants to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Some people with dragon blood in their family tree can speak to their dead dragon ancestors through meditation. They're called dragon descendants.

DC 15: Dragon descendants can call an ancestor dragon spirit into their bodies. When they do. they take on some of the abilities of that ancestor, including fighting styles, stealth, and magic.

DC 20: The more powerful a dragon descendant, the more different ancestor spirits he can call—but only one at a time.

DC 25: A group known as the First Scroll can teach the techniques necessary to become a dragon descendant.

DC 30: Characters who achieve this level of success can learn important details about a specific notable dragon descendant, the areas where he operates, and the kinds of activities he undertakes.

DRAGON DESCENDANTS IN THE GAME

At first, dragon descendants appear to be similar to monks. Other characters usually don't notice a difference until they start changing their abilities and appearance as they shift ancestor spirits.

Dragon descendants invite players to make interesting tactical choices by picking the best ancestor spirit for a given situation. The class should appeal to players who like family history to be an important part of their characters' backgrounds. And because dragon descendants are connected to evil dragons, the class makes a great option for players who like their characters to have a sinister past but have also vowed to reform.

Adaptation

As written, the dragon descendant is a 10-level prestige class. But if you have a player who is fascinated by this option, consider extending the class rather than forcing a less interesting choice (probably back to monk) after 10th level. Offer new ancestor spirits at every odd-numbered level, and cap the extended version of the class by granting the double synthesis ability at the highest level.

If the notion of an evil heritage doesn't work for your game, it's easy to imagine metallic dragons having dragon descendants. This adaptation requires nothing more than changing the rampaging ancestor to a crusading ancestor instead.

Sample Encounter

A good encounter with a dragon descendant keeps players guessing as the NPC shifts abilities to handle changing tactical situations. The more times he calls a new ancestor and exhibits the attendant physical and ability changes, the more interesting the encounter. Perhaps the PCs come into contact with a dragon descendant through their dealings with the First Scroll, or maybe their quest for ancient lore leads them to a strange but knowledgeable villager who is thought to be cursed because of his frequent personality shifts and incessant mutterings.

EL 12: Lauthus Thulcher is a dragon descendant utterly loyal to the green dragon Tranchaminax because it taught him to tap into the power of his ancestry. As a war orphan, he knew nothing of his heritage until Tranchaminax showed him how to reach his ancestor spirits. Now he performs assassinations on behalf of his master and sometimes leads small groups of the dragon's minions.

LAUTHUS THULCHER CR 10

Male human monk 5/dragon descendant 5
LE Medium humanoid (dragonblood)
Init +4; Senses Listen +2, Spot +2
Languages Common

AC 21, touch 18. flat-footed 17; Dodge. Mobility (+4 Dex, +1 Wis. +2 class, +3 bracers. +1 amulet)
hp 57 (10 HD)
Immune normal disease
Resist evasion, slippery mind (second Will save against enchantments)
Fort +10, **Ref** +9, **Will** +9 (+11 against enchantments); +1 against paralysis and sleep

Speed 60 ft. (12 squares)
Melee unarmed +11/+6 (1d10+2) or unarmed +10/+10/+5 (1d10+2) with flurry of blows or
Ranged shuriken +10 (ld2+2) or shuriken +9/+9/+4 (ld2+2) with flurry of blows
Base Atk +6; **Grp** +8
Atk Options Combat Reflexes, Stunning Fist. ki strike (magic), rampaging ancestor, subtle ancestor, eldritch ancestor
Combat Gear *potion of heroism, potion of cure serious wounds*

Abilities Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 11
SQ purity of body, slow fall 20 ft., ancestral lore
Feats Combat Reflexes^B, Dodge, Dragontouched, Mobility, Improved Unarmed Strike^B, Spring Attack, Stunning Fist", Weapon Finesse, Weapon Focus (unarmed strike)
Skills Balance +11. Concentration +15. Hide +17, Jump ∧-20. Listen +2, Move Silently +17, Search +1, Spot +2. Tumble +21
Possessions combat gear plus 10 shuriken, gloves of Dexterity –2, bracers of armor +3, amulet of natural armor +J

Rampaging Ancestor (Ex) immune to fear, +2 on attack rolls and damage rolls
Subtle Ancestor (Ex) +5 on Hide and Move Silently checks, sneak attack +2d6
Eldritch Ancestor (Sp) 60-ft. ray, ranged touch attack, 2d6 damage
Ancestral Lore see prestige class description

TRANCHAMINAX CR 11

LE Large young adult green dragon (air)
Init +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision (4 x human); Listen +19, Spot +17
Aura frightful presence (150 ft., DC 25)
Languages Common. Draconic, Infernal, Sylvan

AC 25, touch 9, flat-footed 25 (–1 size, +16 natural)
hp 178 (17 HD); **DR** 5/magic
Immune acid, magic sleep effects, paralysis
SR 19
Fort+14, **Ref**+10, **Will** +12

Speed 40 ft. (8 squares), fly 150 ft. (poor), swim 40 ft.
Melee bite +22 (2d6–6/19-20) and
2 claws +18 (1d8+3/19-20) and
2 wings +17 (1d6+3) and
tail slap+17 (1d8+9)
Space 10 ft.; Reach 5 ft. (10 ft. with bite)
Base Atk +17; Grp+27
Special Actions breath weapon
Sorcerer Spells Known (CL 3rd):
1st (6/day)—magic missile, shield, mage armor
0 (6/day)—arcane mark, detect magic, ghost sound, mage hand, resistance

Abilities Str 23, Dex 10, Con 19, Int 14, Wis 15, Cha 14
SQ water breathing
Feats Cleave, Flyby Attack. Improved Critical (bite). Improved Critical, (claw). Power Attack. Weapon Focus (claw)
Skills Bluff+12, Concentration +14, Diplomacy +6, Hide +16, Intimidate +19, Knowledge (arcana) +7, Knowledge (history) +7, Listen +19. Move Silently +15, Search +17, Sense Motive +17, Spellcraft +10, Spot +17, Swim +21

Frightful Presence (Ex) Tranchaminax can inspire terror by charging, attacking, or flying overhead. Creatures within 150 feet of the dragon that have 16 HD or fewer must attempt a DC 20 Will save. Success indicates that the target is immune to Tranchaminax's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.
Breath Weapon (Su) Once every 1d4 rounds, 40 ft. cone, 10d6 acid, Reflex DC 22 half.

DRAGON LORD

"The earth trembles where dragons tread. Let the land shudder at my very steps, and let all who dure my gaze (all under my shadow."
—Master Ghorkel, half-orc dragon lord

A dragon lord is the general at the head of an army, the emperor at the helm of an empire, or the warleader who dominates a battlefield. He learns much from dragons, modeling his philosophy and strategies alter the powerful creatures with great success. Dragon lords strike fear into the hearts of all who cross their path and use brilliant combat tactics that mirror those of the true dragons. In many legends, a dragon lord is the spirit of a dead dragon reborn into a different body, slowly awakening over time and coming to realize the power of its former self.

BECOMING A DRAGON LORD

For the most part, only characters with a dominating presence on the battlefield become dragon lords. Fighters and marshals (see Miniatures Handbook) are the most common characters who take this prestige class, though clerics and paladins dedicated to deities of war or dragon gods sometimes become dragon lords due to exceptional circumstances. Similarly, some especially ferocious or savage barbarians become dragon lords, modeling their combat tactics after the instinctive brutality of true dragons. On rare occasions, hexblades and samurai (see *Complete Warrior*) take this prestige class, too, but their philosophies often conflict with those of the typical dragon lord.

ENTRY REQUIREMENTS

Base Attack Bonus: +6.

Skills: Intimidate 9 ranks.

TABLE 2–5: THE DRAGON LORD **HIT DIE: D10**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Draconic Auras Known
1st	+1	+2	+0	+0	Draconic aura +1	1
2nd	+2	+3	+0	+0	Reckless devotion 1/day	1
3rd	+3	+3	+1	+1	Divide and conquer	1
4th	+4	+4	+1	+1	Dragon leadership	2
5th	+5	+4	+1	+1	Draconic aura +2	2
6th	+6	+5	+2	+2	Reckless devotion 2/day	2
7th	+7	+5	+2	+2	—	3
8th	+8	+6	+2	+2	Crushing defeat	3
9th	+9	+6	+3	+3	Draconic aura +3	3
10th	+10	+7	+3	+3	Reckless devotion 3/day	4

Class Skills (2 + Int modifier per level): Climb, Craft, Handle Animal, Intimidate, jump, Ride, Sense Motive, Swim.

CLASS FEATURES

Dragon lords are masters of battlefield warfare who have studied the tactics and abilities of dragons and emulate their philosophies. Like other warlords, dragon lords use fear and intimidation to demoralize their enemies, while at the same time inspiring zealous devotion in their followers.

Draconic Aura: You know that the image and presence of a dragon can boost or destroy the morale of troops, an effect you study and build into your strategies. At 1st level, you gain the ability to project a single draconic aura chosen from those presented on page 86.

At 4th, 7th, and 10th level, you can add another draconic aura to the list of those you can project.

When you reach 5th level, the bonus granted by both of your auras increases to +2. At 9th level, the bonus granted by all three of your auras increases to +3. The aura gained at 10th level grants a +3 bonus, just as the other three auras you gained earlier.

Reckless Devotion (Su): When soldiers learn that a dragon fights on their side, they have greater incentive to struggle valiantly against the enemy—when victory seems assured, all want a share of the glory. Starting at 2nd level, you learn to inspire this kind of zeal in your followers, granting them a temporary boost in their combat abilities driven by fanatical devotion. Once per day, you can select a number of allies equal to your Charisma modifier (minimum l) to gain the benefit of this ability. The chosen allies gain 5 temporary hit points, a +1 morale bonus on melee attack rolls and melee damage rolls, and a +1 morale bonus on saves. Any character who is your cohort or follower (as per the Leadership feat) gains twice the normal benefit (10 temporary hit points and a +2 bonus). All benefits last for a number of rounds equal to your class level. At 6th level, you can use this ability twice per day. and at 10th level, you can use it three times per day.

Divide and Conquer (Ex): Beginning at 3rd level, you gain the ability to fight even when assaulted from different sides, turning a disadvantage into a cunning strategy. Just as dragons can fight off foes when swarmed by lashing out in all directions, you learn to use your foes' distance to your advantage. Whenever you are flanked by two or more creatures, you gain a bonus on melee damage rolls against each flanker

Illus. by B. Hagan

In the aftermath of a battle, humanoid and draconic survivors gather to plot their retaliation equal to 1/2 your dragon lord class level (rounded up). If you can't be flanked (such as if you have the improved uncanny dodge class feature), you still gain the benefit of this ability when opponents occupy flanking positions around you.

Dragon Leadership (Ex): Starting at -lib level, you add 2 to your Leadership score for the purpose of attracting a cohort with the dragonblood subtype. Most dragon lords prefer the Dragon Cohort feat (see *Draconomicon*) to the Leadership feat, but this benefit applies equally well to any feat or other benefit that grants you a cohort.

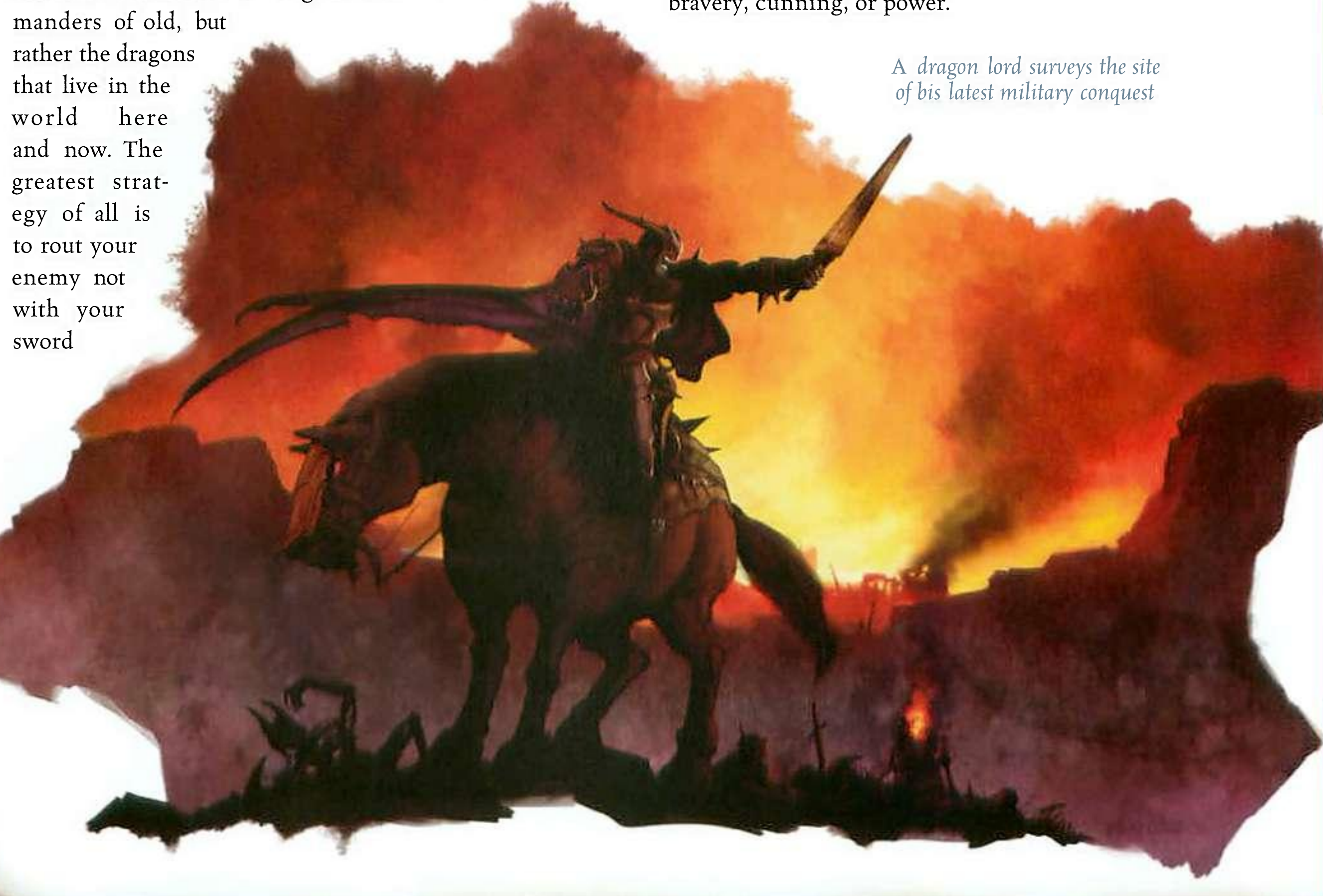
Crushing Defeat (Ex): Starting at 8th level, you gain the ability to demoralize your enemies by dealing with them harshly, ensuring that they know your power just as lesser beings know the power of true dragons. Whenever you slay or incapacitate an opponent (by reducing him to –1 or fewer hit points), you can make an Intimidate check as a free action to demoralize a number of foes equal to your Charisma modifier (minimum 1) within 60 feet (see the Intimidate skill. PH 76). This ability is a mind-affecting fear effect.

PLAYING A DRAGON LORD

Like the dragons that roam the land, you are the master of all you survey. There is no fortress you cannot capture, no hold you cannot defend, no army you cannot overrun and no enemy you cannot face down. You know that strategy is the larger part of victory in battle, and as a result you turn your mind toward the tactical side of command. Yet your mentors and heroes are not generals and commanders of old, but rather the dragons that live in the world here and now. The greatest strategy of all is to rout your enemy not with your sword but with your presence. Just as a dragon flies overhead, causing panicked masses to flee, so too do you ride into battle with confidence and savagery, driving your enemies to flee before you.

This philosophy also applies to life beyond the battlefield. When laced with a challenge, you know it is best to proceed with confidence and a solid strategy. Having the right tool for the job is a significant part of success, and you're willing to take what you need to accomplish your task. If those you take from are willing, so be it: if not, it is of no concern. Though you demand discipline from those who serve you, the notion that local laws and other trivial mailers apply to you is laughable. A dragon does not ask before it takes treasure for its hoard, and you are a dragon among mortals.

Some would call you lawless, even criminal at times, but such unenlightened lesser beings fail to realize that you make the laws. By your decree are actions taken, just as a dragon bends to its command all those who live in its domain. This is the natural way of things; the strongest set the rules for the weaker to follow. The dragon is not meek before the shepherd, and you are not meek before those who lack the will and knowledge to challenge you. The few beings whom you consider your equal—namely, fellow adventurers and other warlords—are afforded the respect and admiration that one dragon might give to another. Loyalty is a virtue that you expect from those who serve you. but your loyalty is earned only by those who prove themselves your equal in bravery, cunning, or power.



A dragon lord surveys the site of bis latest military conquest

Illus. by F. Tsai

Combat

If you can win a battle without firing a single arrow or leading a single charge, so much the better. If you can intimidate a foe into fleeing or accept the surrender of an interior force, the victory is sweeter. When combat is unavoidable and the foolish challenge you, your favorite strategy is to show them the folly of their mistake by delivering upon them a merciless defeat. Every strike could be a killing blow, and you rarely hold back, even if there might be value in keeping a foe alive. You take prisoners if doing so is of no extra difficulty, but you have little time for games—if taking an enemy alive is even a small hindrance, you dispatch him instead.

You make frequent use of your intimidating demeanor, shouting epithets and curses at your foes as you cleave through them. Your goal is not only to defeat an enemy but also to demoralize his allies, giving you a greater chance of success. However, if intimidation is not possible and your actions only further enrage your opponents, you focus on simply defeating them. Alter all, when your foes cannot be routed, why hand them an advantage by stoking their fury?

Advancement

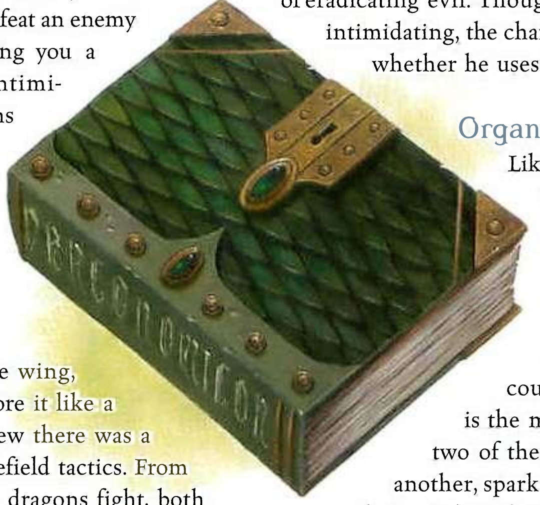
The first time you saw a dragon on the wing, with dozens of commoners fleeing before it like a tidal wave through the streets, you knew there was a smarter path to victory than simple battlefield tactics. From that point on, you studied the way that dragons fight, both against lesser beings and against one another, in the hope of one day harnessing their awesome presence.

Now you have accomplished your goal and become more than a mere military commander—you are a self-styled warlord, your mere will a command to others. You have set yourself up as a dragon among mortals, a dominant force that bends others to your wishes. Moreover, your continued study of dragonkind has brought you great success on the battlefield, putting your name on the lips of all those who have seen your skill in war.

As a dragon lord, you should always purchase the maximum number of ranks in your Intimidate skill to take lull advantage of your special abilities. Feats that enhance the Intimidate skill are also valuable, as are magic items or spells that improve your Charisma score. Additionally, standard combat feats that let you dispense with foes more quickly allow you to demoralize even more opponents.

Resources

The world is yours for the taking. Your followers provide aid and assistance, as well as brute force, whenever you call upon them. In essence, you are the leader of your own organization. If you have proven yourself on the field of bailie, you might find entire cities or nations willing to serve your needs out of respect, fear, or both. Few will dare to stand in your path, allowing you to reach out and take whatever you wish.



Illus. by W. England

DRAGON LORDS IN THE WORLD

"There is no more fearsome sight on the battlefield than a dragon bringing its might to bear on your forces. That some should seek to harness such on effect is natural, and using this knowledge against their enemies means victory and glory."

—Bors, dwarf war priest

A Dungeon Master might find it challenging to fit a dragon lord into a campaign, especially one with good-aligned player characters. Though the dragon lord could easily be a bully or a thug, he might also be a famous military commander who is revered and feared even by his own people. Similarly, dragon lords seeking to do good might be crusaders who consider it their right (or even their duty) to use their strength as a means of eradicating evil. Though a dragon lord is forceful and intimidating, the character's player ultimately decides whether he uses his power for good or ill.

Organization

Like the dragons they model themselves after, dragon lords are figuratively at the top of the food chain. They are the commanders and leaders, the warlords and warmongers, who call the shots and determine courses of action. Each dragon lord is the master of his own domain, and it two of them come into contact with one another, sparks fly more often than not. When their circles of influence overlap, they clash frequently, with pain and death the usual result.

As leaders, dragon lords are strict, demanding loyalty and obedience from their followers. Since most dragon lords are military commanders—whether on a grand scale, such as the leader of an army, or on a small scale, such as the head of an adventuring party—they require great discipline in their followers and allies, making rare exceptions only for fellow adventurers who have proven themselves trustworthy.

NPC Reactions

Dragon lords are feared and revered nearly everywhere they go. They demand respect even when in hostile territory, meaning that lawful enemies are more inclined to be simply unfriendly toward them. However, the other side of this coin is that in supposedly friendly towns and cities, a dragon lord frequently is unwelcome, and people who would normally be friendly toward a group of PCs might be indifferent, or in extreme cases unfriendly, toward a party that contains a dragon lord.

Dragon lords just have a way of gaining reputations as bullies and thugs. Among militaries or mercenary bands, however, a dragon lord's demand for respect usually outweighs his ability to command fear, and as such any dragon lord traveling among a band of soldiers can expect a more friendly welcome. Even when meeting with opposing commanders or visiting an enemy encampment under a flag of truce, a dragon lord's reputation can turn hostility to indifference—a sign that enemy soldiers respect his accomplishments.

DRAGON LORD LORE

Characters with ranks in Knowledge (local) can research dragon lords to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Dragon lords are warlords who model their tactics after those used by dragons.

DC 15: Dragon lords adhere to a philosophy that defeating enemies without combat is just as desirable as overcoming them on the field of battle.

DC 20: Dragon lords have such a presence in combat that they can drive off veteran soldiers simply by intimidating them, and a favorite tactic is to utterly crush a foe before demoralizing its allies.

DC 30: Characters who achieve this level of success can learn important details about a specific notable dragon lord, the areas where he operates, and the kinds of activities he undertakes.

Dragon lords are not hard to locate, especially since their names and deeds are on the tongue of almost everyone who meets them. Finding a dragon lord is usually as simple as inquiring at military encampments or with mercenary bands, especially those with a reputation for overrunning an opposing force and sending enemies fleeing.

DRAGON LORDS IN THE GAME

A dragon lord can be a challenging inclusion in a good-aligned campaign, but such a character should fit naturally in games that feature a more ambiguous view of the nature of good and evil. Players who wish to be party leaders or command their own forces will likely find this prestige class appealing, especially since dragon lords are usually wrecking balls who can smash foes and send other enemies packing. Most dragon lords have little difficulty accepting other adventurers as equals (except for those who shy from challenges or flee in fear), so they integrate well into diverse parties, though sometimes they clash with paladins for the same reason they clash with other dragon lords.

Adaptation

Dragon lords need very little adaptation to fit into other campaign models. If the world does not have dragons in abundance, just change the philosophy of this prestige class so that it's based on defeating enemies without necessarily resorting to violence. Replace the draconic aura bonus feats with simple fighter bonus feats to give the characters prowess in combat without relying on dragons or draconic abilities.

Sample Encounter

A dragon lord makes a great foe but a difficult ally, especially when a conflict of interest arises between one and the rest of the adventuring party.

EL 9: The half-orc dragon lord Master Ghorkel leads a band of mercenaries known as the White Talon. His troupe remains camped outside a major settlement while quartermasters purchase supplies, but the idle time makes Ghorkel and his compatriots restless. At night, they engage in raids on outlying buildings, staging hit-and-run attacks against hapless citizens in a cruel game designed to cow their targets into submission. One night, Ghorkel undertakes a raid by himself, seeking to capture a young human woman he encountered on a previous outing. Brutish and driven by desire, Ghorkel stages his raid just as the adventuring party approaches, giving them ample time to intervene and send the bully back to his camp without his prize.

MASTER GHORKEL **CR 9**

Male half-orc fighter 6/dragon lord 3
NE Large humanoid
Init +0; **Senses** darkvision 60 ft., Listen –1, Spot –1
Aura draconic aura (presence)
Languages Common, Orc

AC 20, touch 10, flat-footed 20 (armor +10)
Resist 25% chance to negate extra damage from sneak attack or critical hit
hp 67 (9 HD)
Fort +9, **Ref** +3, **Will** +4

Speed 20 ft. (4 squares)
Melee +*1 greatsword* +15/+10 (2d6+5/19–20) or
Melee dagger +13/+8 (1d4+4/19–20)
Base Atk +9; **Grp** +13
Atk Options Cleave, Combat Reflexes, Mounted Combat. Power Attack
Special Actions reckless devotion, divide and conquer

Abilities Str 18, Dex 10, Con 12, Int 8, Wis 8, Cha 14
Feats Cleave, Combat Reflexes, Iron Will, Leadership, Mounted Combat, Power Attack, Skill Focus (Intimidate), Weapon Focus (greatsword)
Skills Intimidate +14*, Listen –1, Ride +3, Spot –1
* Ghorkel has a +1 bonus on Intimidate checks when he projects his draconic aura.
Possessions *+2 full plate of light fortification, +1 greatsword,* dagger, heavy warhorse

Draconic Aura (Presence) As a swift action, Ghorkel can project an aura that grants him and all allies within 30 feet a +1 bonus on Bluff, Diplomacy, and Intimidate checks. The aura remains in effect until he dismisses it (as a free action) or until he is killed or rendered unconscious. See page 86 for details on draconic auras.

Reckless Devotion (Su) Once per day, Ghorkel can inspire two allies, granting them 5 temporary hit points, a +1 bonus on melee attack and melee damage rolls, and a +1 bonus on saves. Cohorts or followers of Ghorkel gain double the normal benefits. All benefits last for 3 rounds.

Divide and Conquer (Ex) Whenever Ghorkel is flanked by two or more creatures, he gains a +2 bonus on damage rolls against each flanker.

HAND OF THE WINGED MASTERS

"By the order of the Council of Wyrms, and for their greater glory, you must die!"

—Myrmith Drakeblade

Dragons often need expert servants to be their eyes, ears, and hands in humanoid society. A hand of the winged masters has dedicated his life to the service of a single dragon or to a group of dragons united in a common cause. A dragon master becomes the political and spiritual leader for the hands, gaining their total loyalty. This service rises above obedience to country, church, family, or friend. Usually, the hands act as spies and informants, but when needed, they can also be saboteurs and killers.

ENTRY REQUIREMENTS

Base Attack Bonus: +4.
Skills: Bluff 4 ranks, Hide 4 ranks, Move Silently 4 ranks, Knowledge (arcana) 4 ranks, Sense Motive 4 ranks.
Languages: Draconic.
Feats: Dragontouched.
Special: Sneak attack, sudden strike, or skirmish +2d6.

TABLE 2–6:
THE HAND OF THE WINGED MASTERS **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Draconic Senses
2nd	+1	+0	+3	+3	Special attack +1d6
3rd	+2	+1	+3	+3	Dragonfire Strike
4th	+3	+1	+4	+4	—
5th	+3	+1	+4	+4	Special attack +2d6
6th	+4	+2	+5	+5	—
7th	+5	+2	+5	+5	Master's gift
8th	+6	+2	+6	+6	Special attack +3d6
9th	+6	+3	+6	+6	Improved dragonfire strike
10th	+7	+3	+7	+7	True stealth

Class Skills (6 + Int modifier per level): Appraise, Balance, Bluff, Climb, Craft, Decipher Script, Diplomacy, Disable Device, Disguise, Escape Artist, Forgery, Gather Information. Hide, Intimidate, jump, Knowledge (arcana), Knowledge (local), Listen, Move Silently, Open Lock, Profession, Search, Sense Motive, Sleight of Hand, Spot, Survival, Swim, Tumble. Use Rope.

BECOMING A HAND OF THE WINGED MASTERS

Since hands of the winged masters primarily serve as spies and informants, this prestige class is most applicable to rogues and multiclass rogues (such as rogue/rangers and rogue/fighters). In campaigns using the ninja, scout, and spellthief classes (see *Complete Adventurer*), ninjas and scouts are equally common members of this prestige class. Spellthieves are less likely to enter this class, since it offers no arcane spell progression, but a spellthief who is willing to sacrifice future spellcasting ability can easily qualify.

CLASS FEATURES

As agents of great dragons, hands of the winged masters constantly strive to accomplish their assigned missions and train to be more effective tools. They learn to move about unnoticed, strike from the shadows, and work with other servants of their masters.

Draconic Senses: At 1st level, you gain Draconic Senses (see page 17) as a bonus feat, even if you don't meet its prerequisite. If you already have Draconic Senses, you can instead take any other draconic feat for which you meet the prerequisite.

Special Attack (Ex): At 2nd level, 5th level, and 8th level, your sneak attack, skirmish, or sudden strike ability deals an extra 1d6 points of damage. If you have more than one of these abilities, you can improve any one ability of your choice (choose each time you gain this benefit).

Dragonfire Strike: At 3rd level, you gain Dragonfire Strike (see page 18) as a bonus feat, even if you don't meet its prerequisite. If you already have Dragonfire Strike, you can instead take any other draconic feat for which you do meet the prerequisite.

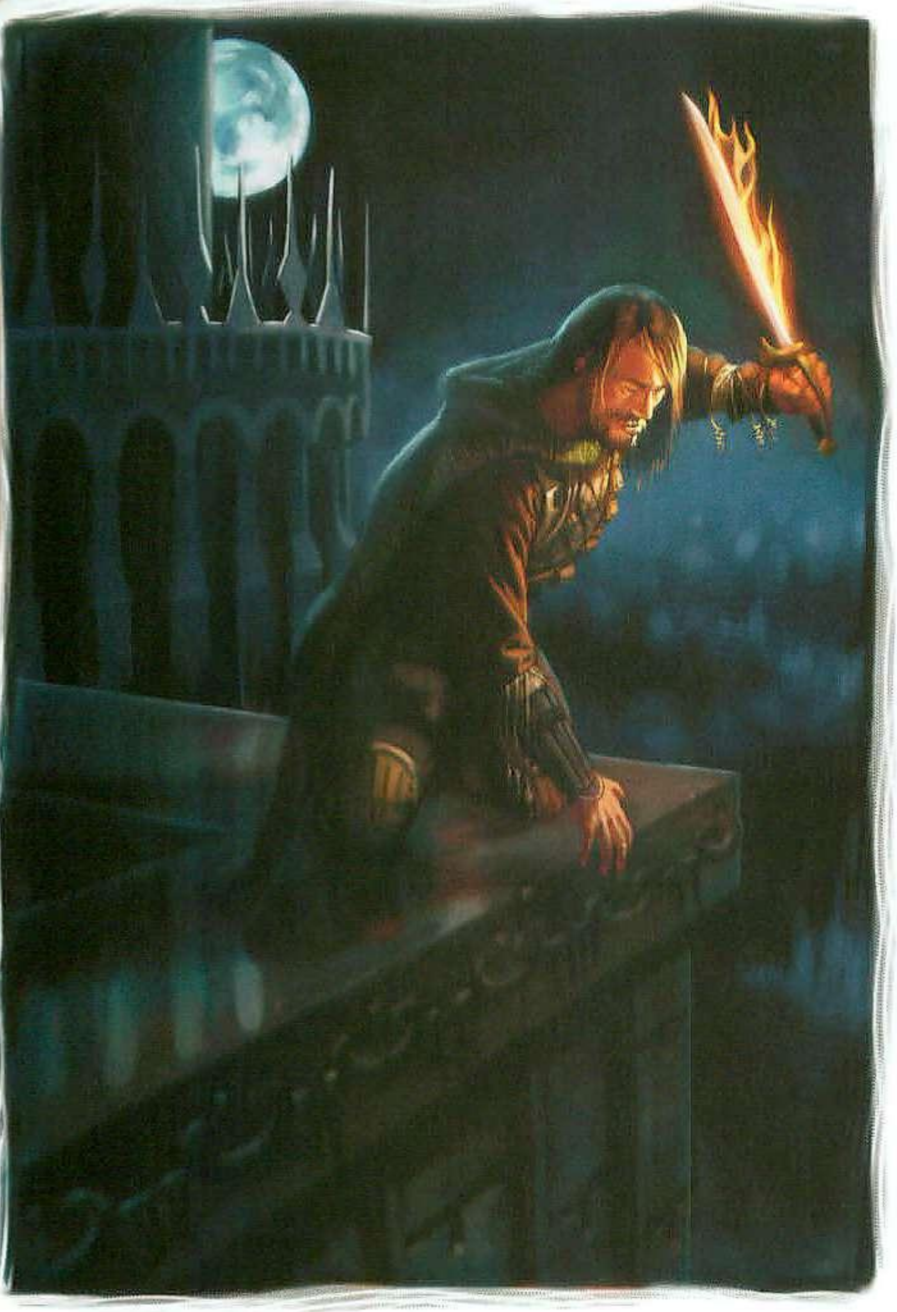
Master's Gift (Su): Starting at 7th level, you are so attuned to the arcane powers of your dragon master that beneficial arcane spells have an improved effect on you. Any arcane spell that is harmless (those that include the word "harm less" in their saving throw entry) has twice the standard duration when cast on you. If the spell is cast on multiple targets, the duration is doubled only for you.

Improved Dragonfire Strike (Su): At 9th level, you gain the ability to deal extra damage when using your Dragonfire Strike feat. Whenever you choose to convert your sneak attack, skirmish, or sudden strike damage to energy damage by using this feat, you can add an extra 1 point of damage per die rolled. For example, if you have sneak attack +6d6, you would deal 6d6+6 points of fire damage with your Dragonfire Strike feat.

True Stealth (Ex): At 10th level, you gain a heightened awareness of the difficulties involved with concealing your presence from advanced senses. This ability helps you learn to avoid even the keenest senses. If you take a –10 penalty on Hide or Move Silently checks (as appropriate), you can use these skills to conceal yourself from scent, tremorsense, blindsense, and blindsight. Creatures using those sensory abilities must make an opposed Listen or Spot check to notice you.

PLAYING A HAND OF THE WINGED MASTERS

You are a humanoid servant for one or more dragon masters that desire to influence the world indirectly. As courier, spy, guardian, warrior, and (it need be) assassin, you further the cause of your overlords. Since your missions often require



Illus. by E. Deschamps

A hand of the winged masters must be ready to undertake missions anywhere

secrecy, it's best to pur forth a simple cover story or demonstrate an obvious purpose so as not to raise suspicions. You might pose as nothing more than a sneak and Treasure hunter, but in truth, you belong to a vast network and could be called on at any moment to carry out covert duties.

Most hands of the winged masters work for a cabal of some kind, such as the Shadow's Fangs (see page 144). These cabals can provide minor assistance with training, cover stories, and delivering messages to and from your dragon masters. However, they will not expend valuable resources to solve your problems. By the time you enter this prestige class, the cabal expects you to extricate yourself from most trouble on your own. Only if you had something of great value for the dragon masters would the cabal risk itself for your sake.

Combat

You are more alert than most rogues and no less able to take advantage of a distracted foe. If possible, you should strike early in combat, while your opponent is still flat-footed. After that, your job is to outmaneuver foes, picking off the weak and (if needed) delivering a powerful blow to a flanked major combatant. Never allow yourself to be cur off from a speedy exit, and always remain aware of your environment. While your allies focus on hitting an enemy, make sure to keep an eye on alcoves, corners, and shadowy passages from which a new foe—or some other opportunity—might appear.

Advancement

As a hand of the winged masters, you must demonstrate great loyalty to a superior and a willingness to bend or break laws in service to that superior. Nothing is more important than carrying out your mission, and you are willing to betray or trick others if needed. This dedication and moral ambiguity brought you to the attention of a secret cabal and convinced them to recruit you. When you finally learned the identity of their ultimate leader, you saw the benefit of belonging to an organization run by a creature far older, stronger, and wiser than you will ever be.

You are now a trusted agent of the dragon masters that rule your cabal. Acting on your own, you follow orders loyally—without ignoring opportunities to further the cabal's goals—and maintain a cover story to ensure you are never linked to the group. Not yet a leader, you remain an expert agent and troubleshooter, sent to accomplish difficult missions that others have failed to complete.

As a spy, you should purchase as many ranks in the Listen and Spot skills as you can. Not only does this make you better able to ferret out information, but it also makes you more likely to act in a surprise round (and deal sneak attack damage). Hide and Move Silently are the next two most important skills for you. Alter that, choose skills that will help you fulfill your assigned missions and maintain your cover story, which might paint you as nothing more than a common thief or greedy adventurer.

Resources

If you absolutely must have something to accomplish a mission, such as a map or a description of a target, your cabal provides it. Beyond that, you are expected to take care of your own needs. In major cities, the cabal can arrange for you to buy illegal materials (such as thieves' tools and poisons) safely; but at your own expense. The group is not insensitive to your financial needs, however, and might give you leads on legitimate opportunities for jobs or treasure, thus ensuring that you acquire the funds you will need to pull off future secret missions.

HANDS OF THE WINGED MASTERS IN THE WORLD

"Myrmith is a great trapfinder—witty, clever, and dependable. I just wish he wouldn't wander off so often. Sometimes it takes two or three days to find him for a new mission."

—Regdar, fighter

A hand of the winged masters needs a cabal from which to take orders, and one or more worthwhile dragon rulers to work for. These need not be particularly complicated (the DM can use the First Scroll or the Shadow's Fangs; see Chapter 5), but they should match the character's interests. A chaotic good scout should be approached by a group working toward the common good, while a lawful evil ninja is more likely to serve a dragon that believes the world must be conquered and remade in a more orderly manner.

A cabal presents an easy way to interest the character in an adventure. A note from the organization requesting information about a particular dungeon or ordering the assassination of a certain evil wizard pushes the hand, and his companions, into adventure as easily as do commands from a paladin's or cleric's superiors.

Organization

A dragon-led cabal can organize itself in numerous secret ways. Typically, a hand of the winged masters knows only a few other agents and leaders, ensuring that he can't leak much to the group's enemies if he is captured. The hand is taught passwords and secret signs to identify other members of the cabal, but if group leaders suspect that the information has been compromised, they quickly change these codes and signals. Normally, a hand works without direct aid from the cabal, receiving orders through a secret method of communication (perhaps from a barmaid at a favored tavern) and reporting his results to a different agent. Again, if these arrangements are compromised, a new cabal member makes herself known to the hand and institutes a new set of contact procedures.

NPC Reactions

As long as a hand keeps his cover story intact, others treat him as it he is exactly what he claims to be. Most hands pose as adventurers who happen to be expert locksmiths, which gives them a veneer of legitimacy but often provokes suspicion from guards and nobles. However, if a hand's role as a spy for dragons is discovered, practically everyone immediately considers him a threat, and thereafter he receives an indifferent reaction at best.

HANDS OF THE WINGED MASTERS LORE

Characters with ranks in Knowledge (history) can research hands of the winged masters to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Hands of the winged masters are agents for secretive dragons.

DC 15: Each hand receives orders from a secret cabal and rarely knows more than one or two other members.

DC 20: Hands are alert, they benefit from arcane spells more than most, and they act as spies, assassins, or couriers for their dragon overlords.

Finding a hand of the winged masters is difficult at best. A DC 20 Gather Information check reveals where to drop off a request for a meeting. After that, the player characters must wait to see if a hand shows up or makes contact. Only if the PCs have some urgent business will the cabal expose even a junior member of its organization.

HANDS OF THE WINGED MASTERS IN THE GAME

Before introducing hands of the winged masters into a campaign world, the DM should decide why one or more dragons would need a cabal of spies, and then consider the nature of the group. The Shadow's Fangs (see page 144) are one example of a cabal, but it's possible for a group to serve a council of dragons, or even drakes of good alignment that want to keep their involvement in humanoid affairs as clandestine as possible. Once you have a simple idea for the cabal, introduce it to the players and see if they're interested in working more closely with the secretive group.

A hand of the winged masters appeals most to players who like rogues, secrets, and ongoing plots. The class is built to let a PC carry out covert missions and serve hidden agendas while still having reasons to go on adventures with the rest of the party. Players who enjoy the idea of medieval spies in a fantasy setting should find the class intriguing.

Adaptation

Hands of the winged masters are less closely tied to dragons than most of the other prestige classes in this chapter. They could easily be transformed into bodyguards for arcane spellcasters, couriers serving a deity of travel, or simply advanced spies. Their class features would remain the same, but the DM would need to restructure the group they work for.

Sample Encounter

Because villains often want to keep their schemes secret, they are more likely than good-intentioned dragons to employ hands of the winged masters. The simplest way to introduce a hand to the PCs is to make them the focus of a mission for the cabal. A hand might spy on the characters or try to gain their confidence by posing as a traveler or barkeeper. For a more confrontational encounter, a hand could have orders to steal an important object from the player characters, forcing them to deal with him directly.

EL 15: Myrmith Drakeblade is a loyal servant of the Shadow's Fangs, and one of their most trusted spies and assassins. He has been directed by his masters to retrieve an item held by one of the PCs (perhaps a recently acquired spellbook or a magic item that has not yet been identified). If possible, Myrmith sneaks into the characters' camp when they are out in the wild; otherwise, he tries to catch the owner of the item alone. In any case, while Myrmith fights as hard as he must to acquire the object, he won't kill a PC unless he is forced to do so to accomplish his mission. If he knows he's going to engage in combat, Myrmith activates his ring of *blinking*.

MYRMITH DRAKEBLADE CR 15

Male human rogue 5/fighter 1/hand of the winged masters 9
N Medium humanoid
Init +9; **Senses** darkvision 60 ft., low-light vision, Listen +18, Spot +21
Languages Common, Draconic

AC 22, touch 14, flat-footed 19: Dodge, Mobility, uncanny dodge
(+3 Dex, +7 armor, +1 deflection, +1 natural)
Miss Chance 50% (ring of blinking)
hp 83 (15 HD)
Fort +7, **Ref** +15, **Will** +7; +1 against paralysis and sleep

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Speed 30 ft. (6 squares)
Melee +7 keen rapier +16/+11 (1d6-1/15-20)
Base Atk +10; **Grp** +9
Atk Options sneak attack +6d6 (normal damage) or +6d6+6 (fire damage)
Combat Gear 6 potions of cure serious wounds, potion of fly, potion of nondetection

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Abilities Str 8, Dex 20, Con 13, Int 12. Wis 10, Cha 14
Feats Alertness, Dodge, Draconic Senses^{B}†, Dragonfire Strike^{B}†, Dragontouched†, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (rapier)
Skills Balance +13, Bluff +6, Climb +5. Gather Information +14, Hide +21, Jump +4, Knowledge (arcana) +5, Listen +18, Move Silently +21, Open Lock +9, Search +9, Sense Motive +18, Sleight of Hand +9, Spot +21, Swim +1, Tumble +21

Possessions combat gear plus *+2 mithral breastplate, +7 keen rapier, amulet of natural armor + 7, gloves of Dexterity +2, ring of blinking, ring of protection +7,* 1,400 gp

---

Master's Gift (Su) Any arcane spell that is harmless has double the normal duration when cast on Myrmith.

PACT-BOUND ADEPT

"Let go of your rules, your rituals, and your formulas, and let the magic flow as the dragons do."

—Rothan, pact-bound adept

Pact-bound adepts are sorcerers who have learned to transcend their beliefs about spells and magic and embrace arcane power as dragons do. They focus their innate connection to magic, becoming more like dragons in the way they cast spells. A pact-bound adept opens herself to the raw magical energy that flows just out of reach of other humanoid casters and becomes a conduit for that power. Most pact-bound adepts can perform incredible feats of magical prowess, growing beyond the bounds of what some spellcasters consider possible and moving into the realm of dragon sorcery.

BECOMING A PACT-BOUND ADEPT

Pact-bound adepts are typically sorcerers who have embraced their draconic ancestry and want to learn more about how dragons cast spells. Knowing that their own spellcasting ability comes from the draconic blood in their veins, these sorcerers want to unlock within themselves the same connection to magic that all dragons possess. Pact-bound adepts seek out powerful dragons and bond with them, learning under their tutelage the path to greater skill in the arcane arts. Each adept is closely allied with at least one dragon and uses the gifts bestowed by her draconic instructors to open herself more fully to magic.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.
Feats: Draconic Heritage.
Spellcasting: Must be able to cast 3rd-level arcane spells.
Special: Must have an active dragonpact (see page 87) with a dragon.

CLASS FEATURES

Pact-bound adepts shift their spellcasting style to match that of dragons, allowing them to cast spells by instinct rather than with hand gestures and vocal sounds. Additionally, they learn to temper their own magical ability, making them more powerful spellcasters and letting them accept magical boons from dragons more easily.

Spellcasting: At each level other than 1st and 4th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also attained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a pact-bound adept, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

TABLE 2–7: THE PACT-BOUND ADEPT **HIT DIE: D4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+2	+2	Improved pact +1	—
2nd	+1	+0	+3	+3	Dragoncast	+1 level of existing arcane spellcasting class
3rd	+1	+1	+3	+3	Eschew Materials	+1 level of existing arcane spellcasting class
4th	+2	+1	+4	+4	Improved pact +2	—
5th	+2	+1	+4	+4	Bonus dragonpact	+1 level of existing arcane spellcasting class

Class Skills (2 + Int modifier per level): Concentration, Craft, Diplomacy, Knowledge (arcana), Profession, Spellcraft.

Improved Pact (Su): You learn to alter the magic that flows through you so that you can gain greater benefits by way of your dragonpact. At 1st level, your caster level with spell-like abilities from your dragonpact improves by one. In addition, at 1 st level choose a single dragonpact that you currently have: you gain spell-like abilities as if you had sacrificed a spell one level higher than the actual spell sacrificed.

For example, a pact-bound adept who has sacrificed a 3rd-level spell as part of the flames of crimson wrath dragonpact would gain three daily uses of *burning* hands and two daily uses of *protection from energy (fire)*, as if she had sacrificed a 4th-level spell.

At 4th level, your caster level with dragonpact spell-like abilities improves by another one, and the spell-like abilities from your chosen dragonpact improve as if you had sacrificed a spell two levels higher than the actual spell sacrificed.

Each time you enter into a new dragonpact, you can choose to apply this benefit to the new dragonpact in place of the previous dragonpact.

Dragoncast (Su): Starting at 2nd level, you become able to channel magical energy in much the same way that dragons do. Three times per day, you can cast any arcane spell (of a level equal to or less than your class level) as though it were affected by both the Silent Spell and Still Spell metamagic feats, removing the need for any verbal and somatic components. Neither the casting time of the spell nor the spell's level changes for this casting.

Eschew Materials: At 3rd level, you gain Eschew Materials as a bonus feat. If you already have this feat, you can choose any other feat for which you meet the prerequisite.

Bonus Dragonpact: At 5th level, you gain the ability to enter into a second dragonpact. The second dragonpact can be with the same dragon or another dragon, even of another kind. You can't enter into the same dragonpact twice.

PLAYING A PACT–BOUND ADEPT

Though other spellcasters rely on hand gestures, powerful words, and complex formulas derived from years of research, you know that the purest and most powerful form of spellcasting is that used by true dragons. Tower-bound wizards might spend years researching a single spell, while you could spend mere days in the presence of a dragon and achieve the same result. You can conjure up spells of incredible power before anyone else knows you have even started. Other casters, both divine and arcane, seem clumsy and slow to you, because they have handicapped themselves with humanoid concepts, rules, and sciences. You cultivate instinct and intuition, learning to listen to your inner connection to magic. You have felt the purity of draconic spellcasting and hope that, some day, everyone can share in this knowledge. If other spellcasters would just stop long enough to heed the wisdom of dragons, they too would see an easier way, one unencumbered by physical form. You know that you are truly in the minority—most spellcasters are too frightened or stubborn to change. In a way, you feel pity for them, while at the same time hoping they will learn to reach within themselves for answers.

Not everyone thinks that dragons are as benevolent as you believe them to be. Certainly, evil dragons exist, as do evil humans, evil elves, evil dwarves, and evil members of any other race. Unfortunately, in your viewpoint, many people see all dragons as a threat, which keeps them from opening their eyes enough to learn from the great creatures. Despite any display of power you manifest, some will always choose to remain blind. For now, you seek to prove that your way—the way of the dragons—is better by going out into the world and doing things that no other spellcaster can. If others will not hear the truth, you must let them see it with their own eyes, all the while gaining knowledge for yourself. With each passing day, your power grows because you are willing to embrace your draconic heritage. You spend hours deep in meditation, looking inward to find a stronger connection to the arcane and to better understand how dragons instinctively tap into this source.

Combat

Unafraid to wade into battle, you rely on your natural abilities for defense. Since you can cast some spells without having to speak or move, you have little fear of being grappled, especially when a well-placed spell can free you from entrapment. Unlike your more timid fellow spellcasters, you enter combat boldly, knowing that the blessings of dragonkind give you an advantage over those who rely on traditional spellcasting.

Offensive spells, your greatest strength, come to you as naturally as breathing. Since you can use your abilities to penetrate the staunchest magical defenses, allies look to you for help. When spells cast by others might be rebuffed, your spells can punch through, putting the responsibility on you to bring down a dangerous foe.

Advancement

Your first steps toward becoming a pact-bound adept were those you took into a dragon's lair. After learning that the legendary beasts could grant great power, you dedicated yourself to a path that allows you to study under the wisest dragon sorcerers. Your entry into a dragonpact marked the beginning of your journey and unlocked the first of many new abilities that other casters can only dream about.

As a pact-bound adept, you constantly seek new ways to tap into the source of magic. Since you have accepted your draconic heritage, you spend your days attempting to strengthen that connection and learning to cast spells instinctively. As your knowledge grows, you can cast spells without worrying about simplistic humanoid spellcasting concepts.

Now that you have increased your natural aptitude for spellcasting, you can focus on expanding your raw magical knowledge. Metamagic feats should make up a large portion of your feat choices, giving you new options when casting spells and compensating for a slightly reduced overall spellcasting power level. Additionally, draconic fears provide extra abilities when casting spells; those that provide extra benefits each time a spell is cast allow you to gain the maximum effect from every spell.

Resources

Very few other individuals see the world as you do. Fellow pact-bound adepts are few and far between, and most other sorcerers and wizards think that dealing with dragons is asking for trouble. Most divine spellcasters consider you to be a heretic, leaving you very few places to turn. No official organization exists to provide you with aid or resources, but most pact-bound adepts have crossed paths with at least one or two others like themselves.

Despite these difficulties, you do have one group on your side: friendly true dragons. They rarely act directly or. your behalf, but most view you as a student seeking enlightenment, and they eagerly provide you with knowledge. Given their long lives and knowledge of the past, friendly dragons are especially helpful when you need information of almost any kind. Additionally, friendly dragons are much more likely to enter into dragonpacts with you due to an increased level of trust. On rare occasions, these dragons will provide monetary assistance.

PACT-BOUND ADEPTS IN THE WORLD

"These heretics preach the blasphemy that dragons are the way to true enlightenment, but do not be fooled. Only the deities grant miracles, no matter what these so-called adepts claim. They have bartered their very souls away for a taste of power, but in the end they have damned themselves by turning away from the gods and prostrating themselves before these covetous beasts."

—Pharsis the Pious, Inquisitor

Pact-bound adepts are easily integrated into any setting where sorcerers can be found. In essence, a pact-bound adept is a sorcerer who has followed a slightly different path. Rather than focusing on learning many new spells of higher levels, a pact-bound adept seeks to make the most of the spellcasting ability she already possesses. However, the local public attitude toward dragons quickly comes to be associated with the character as well. It a community receives aid from a benevolent silver dragon, a pact-bound adept might be considered an ambassador between the people and dragonkind. If, on the other hand, a city is constantly terrorized by a violent red dragon, a pact-bound adept might be seen as one who consorts with the enemy and could lace prejudice or violence. In many ways, pact-bound adepts fit into the world in much the same way as dragons do.

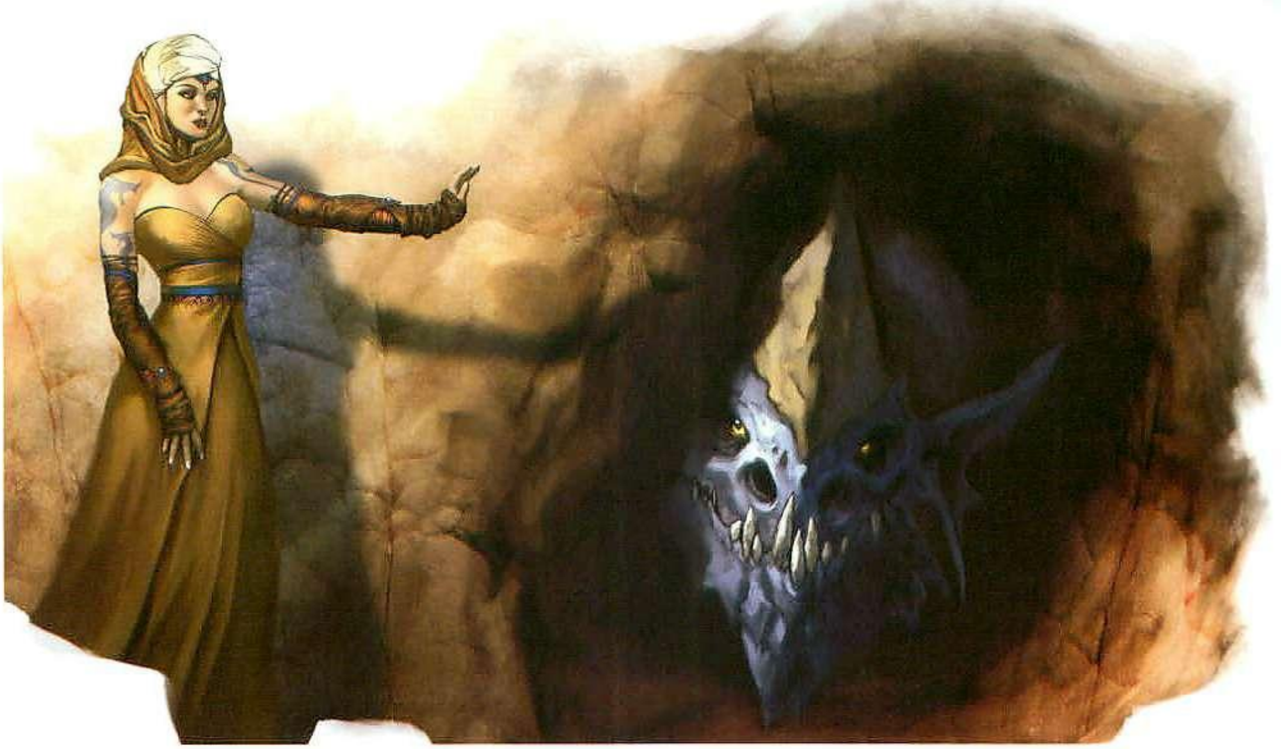
Organization

A pact-bound adept usually finds a role in an adventuring party or other organization that allows her time to explore her spellcasting ability freely. Since no organization specifically carers to pact-bound adepts, many find themselves in drastically different circumstances from those of their comrades. Some join organizations that work with or for dragons, using this association to bring themselves closer to the creatures. For example, a pact-bound adept might join a church that reveres the dragon deities, working as an acolyte to make contact with dragon worshipers of those gods. Alternatively, a pact-bound adept might seek out a college of wizardry that has a standing agreement with a dragon to share knowledge, working as a researcher or aide while spending time getting acquainted with the drake.

Within the ranks of pact-bound adepts, prestige and influence is measured by the depth of their devotion to draconic magic. The most highly revered are those who have forged dragonpacts with a number of dragons, especially if the dragons are of different varieties. A widely traveled pact-bound adept with numerous dragonpacts and abilities is thought to be living her best possible life. When two or more pact-bound adepts come into conflict, they usually deter to the one with a greater knowledge of draconic spellcasting, relying on her wisdom and experiences to provide a reasonable solution.

NPC Reactions

Clerics, paladins, and other spellcasters who specialize in divine magic often view pact-bound adepts as heretics and blasphemers who have put their faith in false deities (dragons) and forsaken the righteous path in favor of idolatry. This viewpoint tends to make religious characters unfriendly or hostile Toward pact-bound adepts, though the more tolerant religions are usually indifferent. Similarly, characters who live in communities terrorized by evil dragons are likely unfriendly toward pact-bound adepts, fearing them to be collaborators out to sabotage local defenses against the monsters. Whether or not this is true is immaterial to these



Rothan, a pact-bound adept, makes a shocking bargain with a blue dragon

Illus. by F. Tsai

people—they simply view any who associate with dragons as potential enemies.

On the other hand, communities that benefit from the presence of a good-aligned dragon are usually friendly or helpful to a pact-bound adept. Additionally, most good dragons (and some neutral and evil dragons) are at least indifferent toward a pact-bound adept. Unless the character directly interferes with the dragon's plans, a dragon usually treats her as a neutral third party, neither friend nor foe, sparing her from its wrath when others would certainly be slain.

PACT-BOUND ADEPT LORE

Characters with ranks in Knowledge (local) can research pact-bound adepts to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Pact-bound adepts are sorcerers who make treaties with dragons to gain advanced powers.

DC 15: Pact-bound adepts claim that dragons can teach methods of spellcasting that require less effort and yield greater results.

DC 20: Pact-bound adepts use a combination of arcane spells and spell-like abilities, some of which aren't normally available to sorcerers.

DC 30: Characters who achieve this level of success can learn important details about a specific notable pact-bound adept, the areas where she operates, and the kinds of activities she undertakes.

Locating a pact-bound adept is a matter of learning where dragons reside in the vicinity. Usually, pact-bound adepts make their homes close to dragon lairs or in areas where dragon sightings are common. In some cases, they can be found by asking local sorcerers and wizards about those who fraternize with dragons.

PACT-BOUND ADEPTS IN THE GAME

The pact-bound adept is a great alternative for spellcasters who wish to explore the dragonpact magic system. Any campaign that makes use of the dragonpact rules would be a perfect fit for this class. Though a pact-bound adept falls behind a standard sorcerer in spellcasting, this loss is offset by the more potent benefits gained from the adept's dragonpact.

Players looking for a new take on sorcerer spellcasting should consider playing a pact-bound adept. Since the class features cater to the dragonpact magic system, any player who wishes to have her character enter into a magical agreement should consider the pact-bound adept as a means of gaining additional benefits over sorcerers who enter into dragonpacts more casually.

Adaptation

You could adapt this class to allow characters other than sorcerers to dabble with the dragonpact magic system. For example, a favored soul or warmage might use this class to qualify for dragonpacts as it he were a sorcerer; in place of the dragonpact requirement for entry, you might require the Dragontouched feat.

Sample Encounter

Pact-bound adepts often go on long pilgrimages to seek out dragons for their wisdom. As such, an adventuring party might encounter a pact-bound adept in its travels, perhaps running into one when both are investigating the lair of a dragon (though perhaps for different purposes).

EL 10: Rothan, a pact-bound adept, traveled for nearly six months to reach the lair of a powerful dragon, seeking to forge a new dragonpact and learn from its teachings. Rothan is determined to meet and befriend the dragon (regardless of the dragon's actual alignment), but she is cautious to avoid any traps the creature might have left for interlopers. If the players mean to harm or slay the dragon, Rothan is initially unfriendly or hostile toward them (since they could ruin her plans). But if they only want to speak with the dragon, Rothan is indifferent or friendly and offers to help them navigate the lair.

ROTHAN **CR 10**
Female human sorcerer 6/pact-bound adept 4
CG Medium humanoid (dragonblood)
Init +2; **Senses** Listen +1, Spot +1
Languages Common, Draconic

AC 18, touch 14, flat-footed 16
(+2 Dex, +4 armor, +2 deflection)
hp 31 (10 HD)
Fort +3, **Ref** +8, **Will** +10; +2 against sleep, paralysis, and electricity

Speed 30 ft. (6 squares)
Melee masterwork longspear +5 (1 d8–1)
Reach 10 feet (with longspear)
Base Atk +5; Grp +4
Special Actions Blue Dragon Lineage†, dragoncast† 3/day
Sorcerer Spells Known (CL 8th; 1d20+10 to overcome SR; arcane spell failure chance 10%):
4th (3/day)—*greater invisibility*
3rd (6/day)—*lightning bolt* (DC 17), *wingblast* (DC 17)
2nd (7/day)—*eagle's splendor, invisibility, scorching ray*
1st (7/day)—*comprehend languages, feather fall, identify, magic missile, sleep* (DC 15)
0 (6/day)—*arcane mark, daze* (DC 14), *detect magic, flare* (DC 14), *light, mage hand, read magic, resistance*
Spell-Like Abilities (CL 10th; 1d20+12 to overcome SR):
3/day—*protection from energy* (electricity), *shocking grasp* (+4 melee touch)
2/day—*call lightning* (DC 17)

Abilities Str 8, Dex 14, Con 10, Int 10, Wis 12, Cha 18
Feats Blue Dragon Lineage†, Draconic Heritage (blue)†, Empower Spell, Eschew Materials[s], Extend Spell, Spell Penetration
Skills Concentration +10, Diplomacy +9, Knowledge (arcana) +10, Listen +1, Spellcraft +12, Spot +1
Possessions *+2 leather armor, ring of protection +2,* masterwork longspear, travel journal, bedroll, blanket

Blue Dragon Lineage expend spell slot to create one orb of lightning per spell level; range 30 ft., +7 ranged touch, 1d6+4 electricity
Dragoncast (Su) Three times per day, Rothan can cast a spell of up to 4th level as though it were affected by the Silent Spell and Still Spell metamagic feats, removing the need for verbal and somatic components.

SWIFT WING

> *"I shall sweep aside your sins, evil, and wickedness, and sweep you from the world with them"*
> —Orielle Bladeworthy, Swift Wing of Pelor

Many churches use analogy and allegory to describe the traits of their deities, as well as the proper attitude their faithful should maintain. It's not unusual for these analogies to compare crusading gods and their clerics to elements of dragonkind. After all, dragons are formidable creatures considered by many to be symbols of deific power. In a few churches, the use of allegory becomes so strong that certain worshipers actually begin to refer to the church itself as a holy dragon, and to themselves as parts of that dragon. Swift wings are church servants who see themselves as the fast-moving, hard-hitting crusaders of their god's cadre of worshipers.

BECOMING A SWIFT WING

Most commonly, clerics of martial deities take the swift wing prestige class, though a few paladins are drawn to it as well. Characters of this sort relish the thought of using the power of a dragon toward the goals and efforts of a religious cause. They believe their gradual assumption of draconic powers represents an acceptance of their new path by their deities, and often see the more traditional members of their church as hidebound and stubborn. Since these traditionalists won't apply force as quickly and decisively as swift wings consider necessary, members of this class use their augmented power to operate without the support of their church organization.

ENTRY REQUIREMENTS

Base Attack Bonus: +3.
Languages: Draconic.
Spellcasting: Ability to cast 3rd-level divine spells.
Special: Ability to turn undead.

CLASS FEATURES

Swift wings lose some spellcasting ability in return for gaining dragonlike powers. Their new abilities make them more versatile without removing their power to heal allies and damage undead. As they rise in level, they also become more resilient and mobile, able to resist many attacks and move more quickly to support teammates.

Weapon Proficiency: You gain proficiency with your deity's favored weapon.

Spellcasting: At every level except 1st and 5th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in a divine spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one divine spellcasting class before becoming a swift wing, you must decide to which class to add each level

TABLE 2–8: THE SWIFT WING **HIT DIE: D8**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+2	+2	+0	Dragon affinity, Dragon domain	—
2nd	+1	+3	+3	+0	Draconic Senses	+1 level of existing divine spellcasting class
3rd	+2	+1	+3	+1	Breath of life	+1 level of existing divine spellcasting class
4th	+3	+4	+4	+1	Energy resistance	+1 level of existing divine spellcasting class
5th	+3	+4	+4	+1	Wings	—
6th	+4	+5	+5	+2	—	+1 level of existing divine spellcasting class
7th	+5	+5	+5	+2	Damage reduction 5/magic	+1 level of existing divine spellcasting class
8th	+6	+6	+6	+2	—	+1 level of existing divine spellcasting class
9th	+6	+6	+6	+3	Energy immunity	+1 level of existing divine spellcasting class
10th	+7	+7	+7	+3	Draconic surge	+1 level of existing divine spellcasting class

Class Skills (4 + Int modifier per level): Appraise, Bluff, Concentration, Diplomacy, Gather Information, Heal, Intimidate, Knowledge (arcana), Knowledge (religion), Knowledge (the planes), Listen, Spellcraft, Spot.

for the purpose of determining spells per day, caster level, and spells known.

Dragon Affinity (Ex): Your concept of yourself as part of a holy dragon that serves your church draws upon a mystic link to a particular kind of dragon you consider affiliated with your deity. At 1st level, select one kind of dragon (such as gold or red) that has an alignment within one step of your deity's alignment Your affinity for this kind of dragon grants you a +5 circumstance bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks made regarding dragons of this variety.

Dragon Domain: At 1st level, you gain the granted power and spell access of the Dragon domain. If your spellcasting doesn't normally allow domain access, you can add the spells of the Dragon domain to the spell list of your divine spellcasting class.

The Dragon domain appears in *Draconomicon* and *Spell Compendium.* Its granted power allows you to add Bluff and Intimidate to your list of divine spellcasting class skills, and its domain spells are (in ascending order of level) *magic fang, resist energy, greater magic fang, voice of the* dragon (see *Draconomicon* or *Spell Compendium), true seeing, stoneskin, dragon ally* (see *Draconomicon* or *Spell Compendium), mass suggestion,* and *dominate monster.*

Draconic Senses: Ar 2nd level, you gain Draconic Senses (see page 17) as a bonus feat, even it you don't meet the prerequisite, if you already have this feat, you can select any other draconic feat for which you meet the prerequisite.

Breath of Life (Su): At 3rd level, you gain the ability to channel positive energy into a breath weapon. As a standard action, you can spend one use of your turn undead ability to create a 30-foot-long, cone-shaped breath weapon. The breath weapon deals 1d6 points of damage per level to undead; a successful Reflex save (DC 10 + class level + Cha modifier) halves this damage. Living creatures within the area of the breath weapon are instead healed of 1 point of damage per level.

Energy Resistance (Ex): At 4th level, your link to the dragon variety you have affinity with grows to grant you energy resistance. Choose one energy type (acid, cold, electricity, fire, or sonic) that your affiliated dragon kind either is immune to, resistant to, or deals as damage with a breath weapon. You gain resistance 20 to that energy type. If your chosen dragon variety has no energy immunity, energy resistance, or energy breath weapon, you gain resistance to fire 20.

Wings (Su): At 5th level, you gain the ability to sprout and dismiss wings as a free action. The wings are supernatural effects, growing through clothing and armor without damaging them. The wings match the appearance of the wings of the dragon variety you have affinity with.

With the wings, you can fly at a speed equal to your land speed with good maneuverability. You can fly in light, medium, or heavy armor, but not when carrying a heavy load. Flying with the wings takes only as much concentration as walking, leaving you free to cast spells, make ranged attacks, or take other actions.

At 10th level, your fly speed increases to twice your base land speed.

This ability counts as having a fly speed when qualifying for feats such as Flyby Attack (MM 303) and Wingover (MM 304).

Damage Reduction (Su): At 7th level, your link to draconic energies gives you a hide as tough as a dragon's, though you look no different. You gain damage reduction 5/magic.

Energy Immunity (Su): At 9th level, your link to draconic energy is so complete that you gain immunity to the energy type you selected for resistance at 4th level.

Draconic Surge (Ex): At 10th level, you become filled with draconic energy, making you physically and mentally more dragonlike. You gain a +1 bonus to Strength, Dexterity, or Constitution (your choice), and a +1 bonus to Intelligence, Wisdom, or Charisma (your choice). Once you have assigned these bonuses to two ability scores, they cannot be changed. Often, the draconic surge is accompanied by a slight physical change in your appearance—for example, your eyes might become more dragonlike, or your hair might change color to march the hue of the dragon variety you have affinity with.

PLAYING A SWIFT WING

You are more than just another servant of your god. As part of a holy dragon, you can find your deity's foes with keen senses, run them down with swift speed, and destroy them with purifying force. Although you might spend more time supporting your allies than striking down foes directly, you do it from the front of every battle. You have powers beyond those of typical priests, and you are dedicated to using them to further your church's goals. You might not appear to be a dragon, but spiritually you have adopted that role as much as your religious vocation.

Perhaps your church considers you a blessed champion, granted powers by your deity as a sign of special favor. In this case, church leaders call on you to undertake especially dangerous missions that others have failed to carry out. They expect you to be self-sufficient, taking on any threat without the assistance of common church members. Alternatively, your superiors might view you with suspicion. Although you feel that you are a dragon in service to a higher calling, others in the church don't understand why a divine agent is drawn to such an arcane symbol. In this case, your church constantly tests you, wary of your true intentions and unwilling to extend you the benefit of the doubt, But no matter what your relationship with your church, you are largely cut off from its aid—and that's line. You have learned to depend on yourself and some close allies, and you don't need the help of other church members to carry out your deity's goals.

Combat

As a swift wing, your place is in the forefront of any conflict, but you must use your superior senses and mobility to keep yourself from being cut off or overrun. It you were a front-line fighter before becoming a swift wing, you need to remember that you're not quite as tough as a full-fledged paladin. If you came to this class as a cleric, your basic function remains unchanged—heal and aid your allies, harm undead, and support the primary combatants. You can do this while flying, even in heavy armor, and you now have the defenses to survive longer it you draw enemy fire. Don't stand in one place and let yourself get bogged down. Rather, you are most effective when you choose your targets carefully, felling wounded foes, healing comrades near death, and casting spells to strike at enemies beyond hammer's reach.

Advancement

You set tool on the path of the swift wing the first time you heard an elder of your church describe the faithful as £ holy dragon in your deity's service. Most of the people listening heard nothing more than an analogy of the. power of faith, but to you, a deeper truth had been revealed. The gods had servants in the form of archons and other celestials—why not dragons, too? Not all dragons would be appropriate, but the image of one particular type of dragon acting as a mortal warrior for your deity stuck in your head. You began to see every ecclesiastical role as part of the draconic whole of the church, with paladins as claws, divine magic as a cleansing breath weapon, and yourself as a swift wing who brings the power of the church to its foes.

You sought out lore about dragons, studied examples of priests and dragons working together, and imagined yourself as a mighty, draconic assistant of your god. In time, you realized that your faith in this role was well placed. Your affinity for dragons grew, and you began to receive not just divine magic from your deity, but gifts of dragonlike powers as well.

At first, these changes seemed minor. While you had access to a few new spells and could spot things you once would have overlooked, there was little to set you apart. But as you have grown and advanced, you've learned that you truly are different. Listen and Spot are class skills for you, allowing you to increase your keen senses to be the match of anyone in your group. You eventually gain a natural fly speed as well, allowing you to take Flyby Attack (MM 303) and similar flight-augmenting feats.

Resources

You've stepped outside the traditional role of an agent of the church, embracing a symbol generally associated with arcane spellcasters. Even if your deity has ties to dragons or arcane magic, others in your church are unsure how to assist you. Your faith sets you apart from fellow clerics and paladins, and you must be prepared for the solitude that choice brings. You can forge close alliances to protect your back, but as far as others of your faith are concerned, you're on your own.

SWIFT WINGS IN THE WORLD

"*I cannot condone the interpretation of a silver dragon as a representative of the light of Pelor. I also can't argue against the effectiveness of members of our congregation who believe that interpretation*'

—Prelate Phelan, High Priest of Pelor

Swift wings are crusaders driven to seek out and eliminate enemies of their church. Not content to sit and wait for reports about foes to filter in to them, they scour the world looking for wrongs to right. As long as a swift wing has the slightest clue that an enemy of her deity is active or the faithful of her religion are in trouble, she will bring her force to fight wherever she can do the most good.

Organization

The relationship between a swift wing and the official hierarchy of her church is strained at best. Because she still commands the divine powers granted by her deity, a swift wing rightfully claims to be following the tenets of her faith. However, her unorthodox belief structure makes it hard for typical priests to comprehend her. In many cases, a swift wing is treated like a loose cannon, allowed to fight for the church but not accepted as a member of its inner circle.

Excluded from the normal authority structure of her organization, a swift wing is more likely than many clerics to seek out her own allies. She knows she has set herself apart from her fellow priests and is willing to work with allies that others of her order might find questionable. A swift wing won't compromise her principles, but she gives friends and comrades the benefit of the doubt as long as they help bring down the adversaries of her deity. With no formal place in her own organization, she must learn to make one in whatever group will have her.

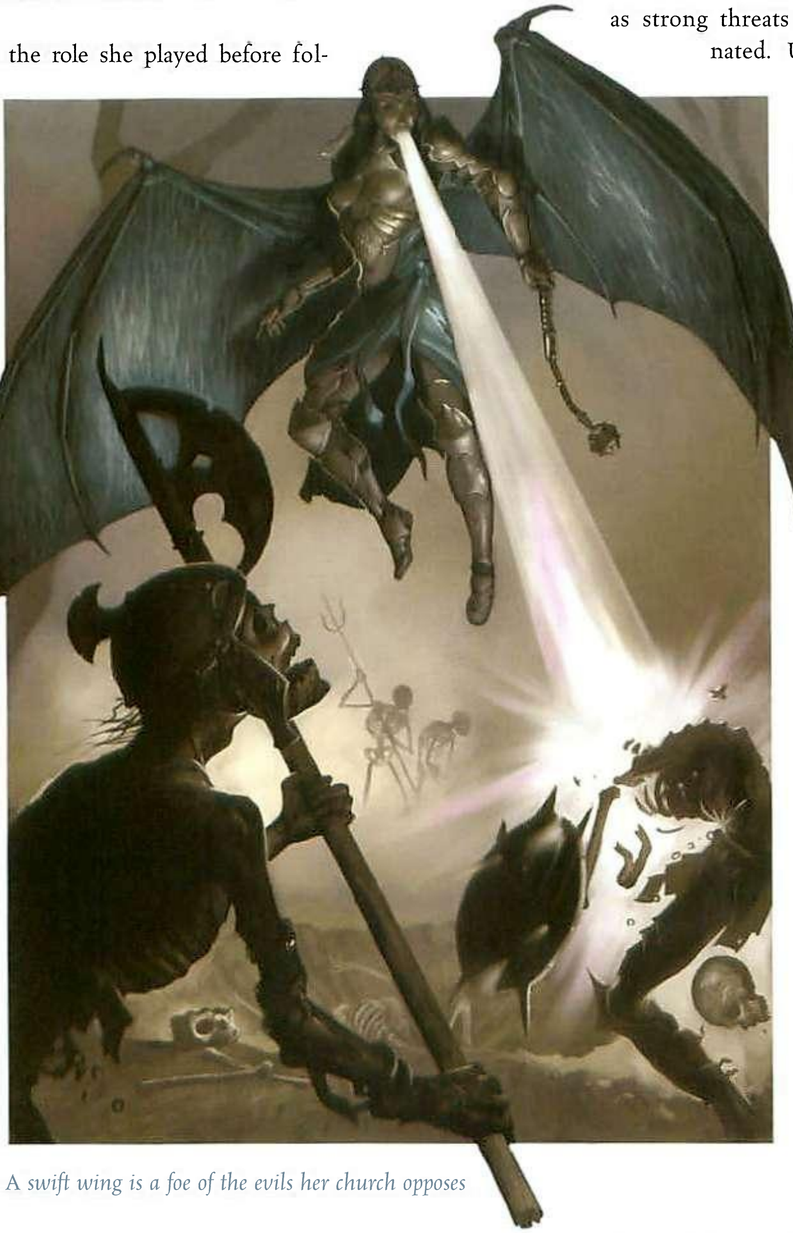
A swift wing still fills the role she played before following her radical path of faith, if previously a paladin, she remains a devout warrior at the forefront of battle, if she was a cleric, she remains a supporting character who can hold her own in a fight. Swift wings have forceful personalities and can provide leadership to groups lacking purpose or direction. However, for swift wings who are not party leaders, the most important goal is to accomplish each mission so as not to undermine the authority of their commander.

NPC Reactions

Among members of her own faith, a swift wing rarely receives more than an indifferent welcome at first, though her actions can earn her greater respect once others get to know her. Typical divine agents remain condescending or suspicious, but powerful good-aligned wizards, sorcerers, and dragons are friendly to swift wings, seeing them as open-minded. Common folk are often friendly toward swift wings, moved by their natural drive and their unwillingness to let bureaucracy obstruct their quest to make the world a better place.

Evil spellcasters of any sort are unfriendly toward swift wings, viewing them as hybrid threats that are too dangerous to risk leaving alive. Evil dragons are openly hostile toward swift wings, offended that mortals dare to siphon the draconic energies that flow through the world. Their anger often causes them to attack swift wings first—it they can identify the upstarts, of course.

Additionally, any foe that would fear a good cleric or paladin is hostile toward a swift wing. Demons, devils, cultist. and evil monsters all see swift wings as strong threats that must be eliminated. Undead in particular have good reason to loathe any character with a breath weapon that exudes positive energy.



A swift wing is a foe of the evils her church opposes

Illus. by W. Mahy

SWIFT WING LORE

Characters with ranks in Knowledge (arcana) or Knowledge (religion) can research swift wings to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: A swift wing is a divine spellcaster who has taken on aspects of dragonkind.

DC 15: Though rarely trusted by her senior priests, a swift wing is a dedicated foe of her deity's enemies and uses supernatural dragonlike abilities to find and destroy them.

DC 20: A swift wing has reduced access to divine spells but gains keen senses, the power of flight, a breath weapon that gives off positive energy, and resistance similar to that of a dragon.

Finding a swift wing operating in a given area requires talking to locals: church officials are unlikely to help those who seek one of their black sheep. A DC 15 Gather Information check reveals the details of any swift wing known by local nobles, commoners, or brigands.

SWIFT WINGS IN THE GAME

A swift wing requires no extensive organization or church to support her. Any cleric or paladin who meets the entry requirements can choose to follow this somewhat radical path, knowing that she is putting herself apart from the traditional ranks of her religion. All she needs is a gentle push, perhaps from a lone older swift wing or a prayer book or sermon that compares the agents of her deity to the might of a dragon. From there, the swift wing must find her own place, bolstered by her draconic powers and certain knowledge of her god's support.

Swift wings are self-confident characters who ignore the limitations of their church hierarchies in favor of getting things done. A player looking for a character who eschews extensive limitations or support networks might enjoy a swift wing's independence. The prestige class should also appeal to players who want to make their clerics more interesting, experiment with draconic powers, or try a character similar to a paladin but with different abilities.

Adaptation

Because this prestige class requires that an entrant have the ability to turn (rather than rebuke) undead, the swift wing is designed for good characters over evil ones, though a neutral cleric could conceivably qualify. To make swift wings into draconic agents of evil instead, the DM can simply change the requirement to allow characters who can rebuke undead. Such evil swift wings might be favored humanoid agents of Tiamat or members of a church controlled by an evil dragon. In an EBERRON campaign, the swift wing class could be linked in some manner to dragonmarks, retaining the draconic connection but altering it to better fit that world.

Sample Encounter

Player characters usually encounter a swift wing while she is engaging in a dangerous task alone or looking for allies to undertake such a task. Of course, if the adventurers have a reputation (deserved or otherwise) for spreading evil or destruction, she might hunt them down to demand an explanation for their actions. A group that can reasonably claim to have been mischaracterized as evil avoids immediate attack, but the swift wing openly tags along with them for a time to ensure that their actions match their words. A swift wing is not afraid to take a group of adventurers to task if they prove cruel or hazardous to the communities they visit.

EL 10: Orielle Bladeworthy, a swift wing of Pelor, is tracking down a group of evil raiders she suspects of being in league with shadow dragons. She has been hunting them for weeks, but lacking the Track feat, she has little choice but to fly in circles above the site of one of their assaults until she spots something. Frustrated, she realizes she needs help to bring the raiders to bay—help she hopes the PCs can provide, once she sees them below her.

ORIELLE BLADEWORTHY **CR 10**

Female human cleric 5/swift wing 5
LG Medium humanoid
Init +1; **Senses** low-light vision, Listen +5, Spot +9
Languages Common, Draconic

AC 21, touch 12, flat-footed 20
(+1 Dex, +9 armor, +1 deflection)
hp 54 (10 HD)
Resist fire 20
Fort +9, **Ref** +6, **Will** +8

Speed 20 ft. (4 squares) in full plate, base 30 ft.; fly 40 ft. (good)
Melee *+1 morningstar* +8/+3 (1d8+1)
Base Atk +6/+1; Grp +6
Special Actions breath of life, feat of strength 1/day, greater turning 1/day, spontaneous casting (*cure* spells), turn undead 9/day (+2, 2d6+7, level 5)
Combat Gear *wand of cure light wounds* (50 charges)
Cleric Spells Prepared (CL 8th):
4th—*divine power, freedom of movement, fire shield*^{D}
3rd—*dispel magic, invisibility purge, prayer, protection from energy, searing light*^{D} (+7 ranged touch)
2nd—*align weapon, bull's strength*^{D}, *hold person* (DC 15), *resist energy, silence* (DC 15)
1st—*bless, command* (DC 14), *detect evil* (2), *enlarge person*^{D} (DC 14), *protection from evil*
0—*detect magic* (3), *guidance, resistance* (2)
D: Domain spell. Deity: Pelor. Domains: Dragon, Strength, Sun

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Abilities Str 10, Dex 12, Con 13, Int 10, Wis 17, Cha 14
Feats Draconic Senses^B†, Extra Turning, Improved Counterspell, Quick Draw, Weapon Focus (morningstar)
Skills Concentration +14, Diplomacy +4 (+9 with gold dragons), Knowledge (arcana) +5. Knowledge (religion) +10, Knowledge (the planes) +4, Listen +5, Spellcraft +9, Spot +9
Possessions combat gear plus *+1 full plate, +7 morningstar, ring of protection +7, periapt of Wisdom +2, elemental gem* (fire), divine scrolls of *remove blindness/deafness, remove curse, remove disease,* and *neutralize poison*

Breath of Life (Su) As a standard action, Orielle can spend a turn undead attempt to create a breath weapon (30-foot cone) that deals 5d6 points of damage to undead (Reflex DC 17 half). Living creatures caught in the breath weapon are instead healed for 5 points of damage.

Feat of Strength **(Su)** As a free action, Orielle can grant herself a +5 enhancement bonus to Strength for 1 round.

Dragon Affinity (Ex) Her affinity for gold dragons grants Orielle a +5 circumstance bonus on Bluff, Diplomacy, Gather Information, and Sense Motive checks made regarding dragons of that variety.

Wings (Su) Orielle can grow and dismiss wings as a free action. She can fly in light, medium, or heavy armor, but not when carrying a heavy load. She can charge, make double moves, or run while flying. Flying takes only as much concentration as walking, freeing her to cast spells, make ranged attacks, or take other actions.

WYRM WIZARD

"Every dragon is like a library full of books so old their titles have been forgotten. Most would pay dearly for a chance to plunder such a resource, but only I have the key to the library doors."

—Doran Stout, wyrm wizard of the Free City

Wyrm wizards are spellcasters who learn new spells not through research and experimentation but rather by tapping into the vast wealth of arcane knowledge possessed by dragons. Like many other wizards, wyrm wizards spend a great deal of time perfecting their spellcasting techniques, though most of their spells are based on the teachings of friendly dragons. A wyrm wizard and his dragon mentor might spend weeks or months in seclusion, discussing the finer points of spell manipulation or exploring new concepts. Unlike many others who interact with dragons, wyrm wizards also act as comrades to spellcasting dragons, providing insight into magic that the creature might not otherwise possess.

BECOMING A WYRM WIZARD

Generally, only wizards become wyrm wizards because of their dedication to the study of magic. Other arcane casters explore more dynamic and instinctive spellcasting techniques instead of conducting methodical research. Wizards of any specialty follow this path, though diviners—thanks to their love of learning—are slightly more common than others.

ENTRY REQUIREMENTS

Skills: Knowledge (arcana) 9 ranks, Spellcraft 9 ranks.
Languages: Draconic.
Feats: Any metamagic feat.
Spellcasting: Ability to prepare and cast 1st-level arcane spells.

CLASS FEATURES

Wyrm wizards are exceptionally good at understanding the basics of spellcasting and magic. Thanks to the insight of draconic mentors, wyrm wizards can craft whole new spells based on complex magical theories and unravel the inner workings of any spell in the blink of an eye. Their extensive research, performed side by side with dragons, gives them a wealth of knowledge regarding arcane magic.

Spellcasting: At every level other than 2nd, 4th, and 6th, you gain new spells per day and an increase in caster level (and spells known, if applicable) as if you had also gained a level in an arcane spellcasting class to which you belonged before adding the prestige class level. You do not, however, gain any other benefit a character of that class would have gained. If you had more than one arcane spellcasting class before becoming a wyrm wizard, you must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Knowledge of the Wyrm (Ex): You spend a great deal of time exploring the depths of a dragon's magical knowledge, giving you a distinct advantage over spellcasters who do not have the benefit of draconic tutelage. Starting at 1st level, by spending at least 1 hour doing nothing but performing research, you can add your class level as an insight bonus on Knowledge (arcana) checks made for the next 8 hours. You need not consult with a dragon to gain this insight, though if you do, the insight bonus improves by 2.

At 5th level, you also gain this bonus on Spellcraft checks, for the same duration.

Spell Research (Ex): One of the greatest advantages that you gain from consulting draconic lore is the ability to unlock magical secrets forbidden to other wizards. Starting at 2nd level, select one spell from any class's spell list (including divine spells), of a level equal to or lower than the highest-level arcane spell you can prepare and cast. You can add this spell to your arcane spellcasting class spell list as a spell of the same level; all other aspects of the spell remain unchanged. At every even-numbered level thereafter, you gain the knowledge and use of one additional spell in this manner.

Draconic Discovery (Ex): At 3rd level, you make startling discoveries into the nature of magic thanks to the unique insight of your dragon mentors. Select any arcane spell of up

TABLE 2–9: THE WYRM WIZARD **HIT DIE: D4**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Knowledge of the wyrm	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3	Spell research	—
3rd	+1	+1	+1	+3	Draconic discovery (2nd)	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4	Spell research	—
5th	+2	+1	+1	+4	Knowledge of the wyrm	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5	Draconic discovery (4th), spell research	—
7th	+3	+2	+2	+5	Convert counterspell	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6	Spell research	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Draconic discovery (6th)	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7	Break spell resistance, spell research	+1 level of existing arcane spellcasting class

Class Skills (4 + Int modifier per level): Concentration, Craft, Decipher Script, Knowledge (any, taken individually), Profession, Spellcraft.

to 2nd level that you are capable of preparing and casting, and any one metamagic feat you know (with a maximum spell slot adjustment of four). Once per day, you can apply the effect of that metamagic feat to the chosen spell without adjusting the spell slot of the spell or preparing it ahead of time.

At 6rh level, you can select a second arcane spell (of up to 4th level) to gain this benefit (choosing either the same or a different metamagic feat that you know). At 9th level, you can select a third arcane spell (of up to 6th level) to gain this benefit, again selecting either the same or a different metamagic feat that you know.

Convert Counterspell (Su): Starting at 7th level, you can identify the components of an incoming spell instantaneously and convert stored arcane energy into a counterspell. You can lose any prepared spell of 3rd level or higher in order to cast *dispel magic* as a counterspell, or you can lose any prepared spell of 6th level or higher in order to cast greater dispel magic as a counterspell. This ability does not allow you to convert spells for general use into *dispel magic* and only applies to counterspelling. The normal rides for casting a counterspell still apply.

Break Spell Resistance (Su): At 10th level, you gain great insight into the way creatures naturally resist magic by studying the magical defenses of dragons. Whenever you succeed on a caster level check to overcome a target's spell resistance, you can lose a prepared spell as a free action to negate the target's spell resistance. The target loses its spell resistance for a number of rounds equal to the level of the spell you expended.

PLAYING A WYRM WIZARD

You have always known that magic holds more promise than your mind could imagine. Some mysteries of the multiverse are beyond human comprehension, but this fact does not stop you from trying to puzzle them out, making every attempt to explore the great secrets of magic. Unlike some who cloister themselves in towers or spend every hour with their nose buried in a book, you prefer to seek out others who have followed your same path. Dragons, magical creatures of legend and potent spellcasters. are your preferred source of knowledge, and no other will suffice. As such, you have little regard for established centers of learning—colleges, churches, wizard academies—and you see no need to offer the deference and respect that they seem to expect. Indeed, you are skeptical of any arcane knowledge that does not come directly from a dragon unless you see it with your own eyes.

You often face prejudice and anger from those who do not share your beliefs, and as such you become defensive when others question the validity of your research. Additionally, your ability to make amazing discoveries in conjunction with your dragon allies has given you great confidence to see beyond the accepted rules and find wisdom elsewhere. Above all, you believe that dragons hold the key to new knowledge and advancement of magical abilities, and your best course of action is to befriend and learn from them.

Combat

Like most spellcasters, your strengths lie not in your ability to barge into combat, but in your talents that allow you to strike from a distance. Furthermore, thanks to your advanced understanding of magic gleaned from many hours with dragon mentors, you have an uncanny knack for unraveling spells cast by others. As such, you often hold your strength in reserve, choosing to react only when other spellcasters attempt to cast spells of their own. When you are not faced with such a threat, you prefer to cast spells that have been strengthened by your research, relying on them to provide a significant advantage over the standard spells of your enemy.

Advancement

You started learning magic in the traditional ways—through study and experimentation. Soon, however, you discovered that there are greater avenues to knowledge than books and sell-teaching. Under the tutelage of dragons, you began to learn more about how magic works, and soon you were able to apply their instinct and experience to your own magical studies. You seek the counsel of dragon mentors to solve arcane mysteries and explore your talents, relying on their insight as other wizards rely on musty tomes and aging instructors. To you, the world of magic is embodied in a living, breathing being, known to most as a dragon but to you as a teacher.

As a wyrm wizard, you benefit greatly from feats and abilities that improve your power to overcome magical defenses, such as the Spell Penetration feat. Additionally, anything that grants you extra spells (such as magic items that increase your intelligence) helps to compensate for your slower acquisition of new spells.

Resources

Dragons are your greatest and primary resource. By befriending and studying under true dragons, you can learn much about how magic works. Additionally, dragons often provide you with knowledge or items that can prove invaluable while adventuring. Moreover, any dragon that acts as your mentor likely becomes protective of you, sometimes coming to your defense if you are threatened. Though you cannot rely on this protection every time you're in a difficult situation, having a dragon back your actions on occasion is a powerful advantage, especially when you are lacing down a superior foe.

WYRM WIZARDS IN THE WORLD

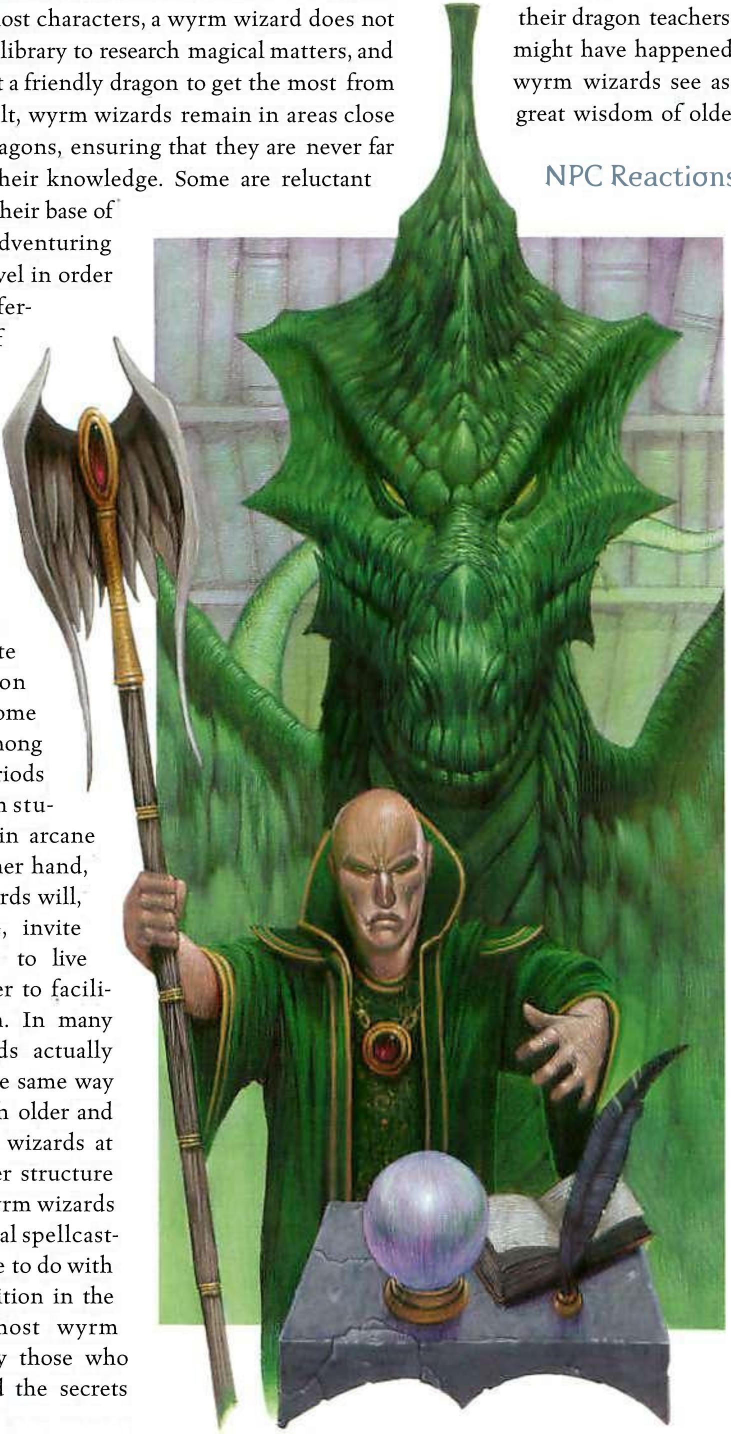
"Can you ever really trust the word of a dragon? Surely creatures that so covet wealth must also hoard arcane lore, and it seems farfetched that they would allow mere humans access to such closely guarded knowledge. After all, is not each mortal wizard a potential thief of a dragon's spell hoard?"

—Kaija, wizard of the Hidden Mask

Wyrm wizards choose living creatures as their source of knowledge rather than books or relics, meaning that their learning process is far more dynamic than that of the typical spellcaster. Unlike most characters, a wyrm wizard does not simply stop by a local library to research magical matters, and instead must seek out a friendly dragon to get the most from his studies. As a result, wyrm wizards remain in areas close to several friendly dragons, ensuring that they are never far from the source of their knowledge. Some are reluctant to stray too far from their base of operations, though adventuring wyrm wizards do travel in order to seek out the different perspectives of different types of dragons.

Organization

A wyrm wizard highly prizes the knowledge and wisdom of dragons, often seeking the best way to ingratiate himself into dragon society. As such, some wyrm wizards live among dragons for long periods of time, acting as both students and partners in arcane research. On the other hand, groups of wyrm wizards will, from time to time, invite a particular dragon to live among them in order to facilitate greater research. In many cases, wyrm wizards actually organize in much the same way that dragons do. with older and more learned wyrm wizards at the top of the power structure and new, younger wyrm wizards at the bottom. Natural spellcasting aptitude has little to do with a wyrm wizard's position in the hierarchy, since most wyrm wizards respect only those who have truly unlocked the secrets of dragon magic.



Doran Stout, a wyrm wizard, plunders the arcane knowledge of an emerald dragon

Illus. by W. England

Most wyrm wizards spend the bulk of their free time engaged in discussion and debate with dragons over the nature of magic and the intricacies of spellcasting. While traveling or adventuring, wyrm wizards take every possible moment to record the progress of their journey in log books or on scrolls so that, once they return to a place where they can rejoin their dragon mentors, they have a full account of anything that happened to them. This allows them to consult their dragon teachers regarding anything strange that might have happened on the journey, a practice most wyrm wizards see as absolutely necessary given the great wisdom of older dragons.

NPC Reactions

Though both kinds of characters study arcane magic, wyrm wizards are not usually welcomed by more traditional wizards and magical researchers. Their choice to seek out alternative methods of learning is considered offensive by some and dangerous by others, meaning that most traditional wizards and academics will be indifferent at best or unfriendly at worst. Some see wyrm wizards as double agents who serve dragons, intentionally allowing their minds to be poisoned in the name of seeking greater power.

Dragons regard wyrm wizards with a variety of sentiments, and while good dragons might be helpful, many evil dragons are unfriendly or hostile. Often, evil dragons see wyrm wizards as lesser beings out to plunder the secrets of dragonkind without earning them. In such cases, a normally trusting wyrm wizard might find himself in a situation that turns dangerous quickly.

WYRM WIZARD LORE

Characters with ranks in Knowledge (arcana) can research wyrm wizards to learn more about them. When a character makes a skill check, read or paraphrase the following, including the information from lower DCs.

DC 10: Wyrm wizards are arcane scholars who use the knowledge of dragons for their research.

DC 15: Most wyrm wizards are capable of altering their spells in a way that no other wizards can, turning the dragons' intuitive knowledge of magic into wizard spell principles.

DC 20: Wyrm wizards can counter the spells of other casters due to their understanding of magic. Also, through their consultation with dragons, wyrm wizards can puzzle our arcane knowledge that other wizards cannot.

DC 30: Characters who achieve this level of success can learn important details about a specific notable wyrm wizard, the areas where he operates, and the kinds of activities he undertakes.

Wyrm wizards are less common than standard wizards but still can be found anywhere spellcasters congregate. However, adventurers out to locate one should not waste their time looking around colleges of wizardry or vast libraries. Instead, they should seek out the nearest dragon's lair.

WYRM WIZARDS IN THE GAME

Wyrm wizards work in any campaign that features opportunities for research or quests for knowledge. Though their versatility as spellcasters makes them useful in adventuring situations, wyrm wizards truly shine when they have time to conduct research between adventures. Additionally, a wyrm wizard's amazing discoveries can compensate for a lack of alternative spellcasting in a parry without a diverse cadre of casters. Though a wyrm wizard loses some of his more powerful spells, he still contributes in a variety of ways, forgoing a focus on arcane spells in exchange for greater utility in the campaign.

Adaptation

In campaigns where conferring with dragons is not common (or might be taboo), simply revise the wyrm wizard class so it gains knowledge from another source. Since a wyrm wizard's class features stem from his ability to sift through the knowledge of ancient magical creatures, try substituting another long-lived race with natural spellcasting abilities, such as elves, celestials, or infernals. Regardless, adapting the class in this way requires little more than altering its background and should not involve significant changes to game mechanics.

Sample Encounter

Wyrm wizards are different from other wizards in that they prize the wisdom of dragons and will stop at nothing to attain a higher level of arcane understanding.

EL 10: A wyrm wizard named Doran Stout has traveled in search of a particular dragon to question about some magical research. While stopping at a village along the way, he ran into some trouble. Doran carelessly mentioned that he sought a dragon to learn from, rousing the ire of a local magistrate whose wife was killed by a dragon years ago. After the magistrate had Doran imprisoned, the wyrm wizard had a message sent out, offering a reward to anyone who could convince the magistrate to release him and allow him to go on his way.

DORAN STOUT **CR 10**

Male human wizard 6/wyrm wizard 4
NG Medium humanoid
Init +5; **Senses** Listen +2, Spot +2
Languages Common, Draconic, Dwarven, Elven

AC 16, touch 13, flat-footed 15
(+1 Dex, +3 armor, +1 deflection, +1 insight)
hp 27 (10 HD)
Fort +3, **Ref** +4, **Will** +11

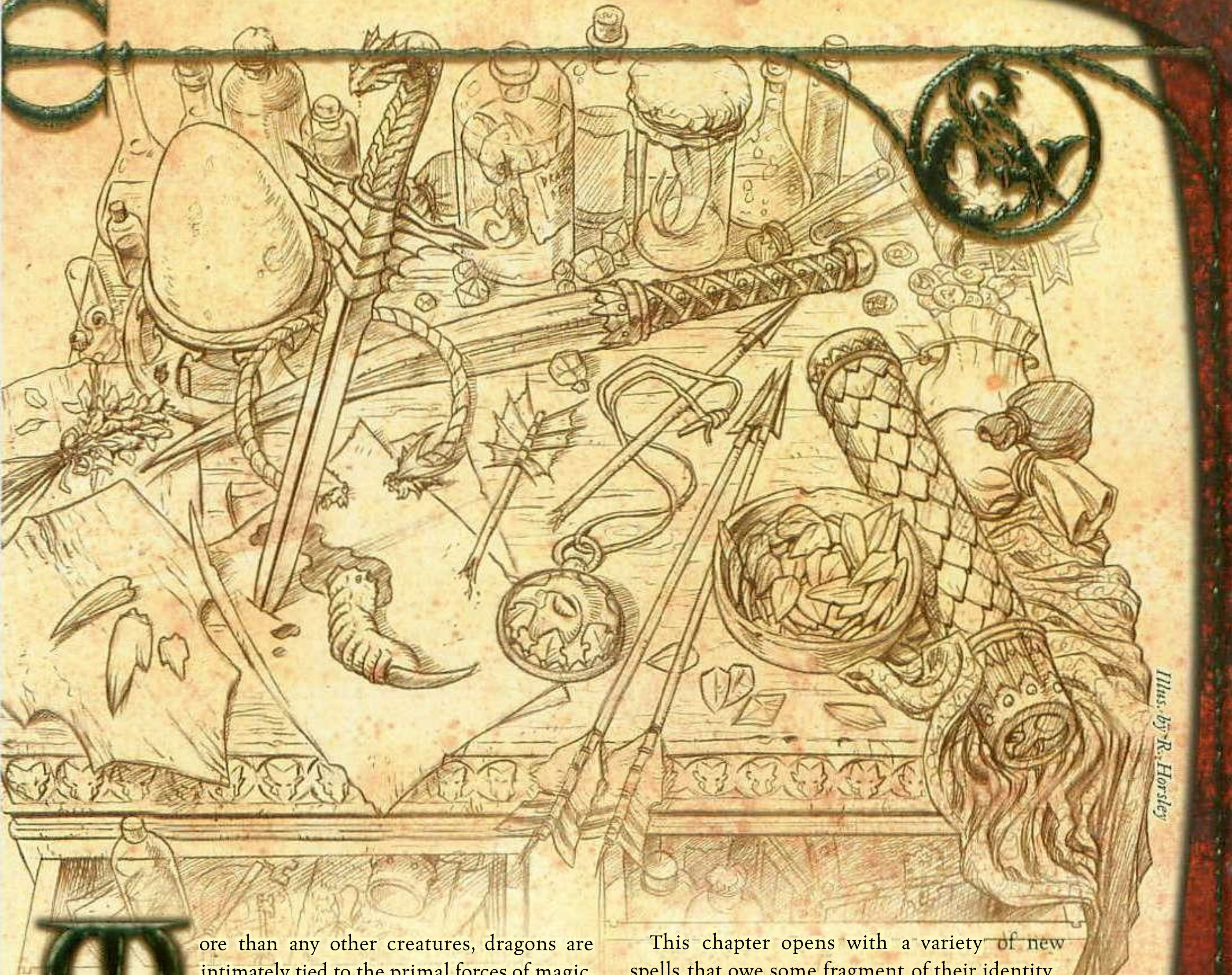
Speed 30 ft. (6 squares)
Melee mwk dagger +5 (1d4–1)
Base Atk +5; **Grp** +4
Combat Gear scroll of *fireball*, scroll of *lightning bolt*
Wizard Spells Prepared (CL 8th: 1d20+10 to overcome SR; arcane spell failure 5%):
4th—*dimension door, freedom of movement, ice storm*
3rd—*cure serious wounds* (DC 17), *dispel magic, fireball* (DC 17), *lightning bolt* (DC 17)
2nd—*invisibility, knock, scorching ray* (+6 ranged touch), *web* (DC 16)
1st—*feather fall, magic missile* (2), *ray of enfeeblement* (+6 ranged touch), *sleep* (DC 15)
0—*detect magic* (2), *light, read magic*

Abilities Str 8, Dex 12, Con 10, Int 18, Wis 14, Cha 10
SQ knowledge of the wyrm, spell research, draconic discovery
Feats Combat Casting, Craft Wondrous Item^{B}, Empower Spell, Improved Counterspell, Improved Initiative, Scribe Scroll^{B}, Spell Penetration
Skills Appraise +7, Concentration +13, Decipher Script +12, Diplomacy +6, Gather Information +2, Knowledge (arcana) +17, Knowledge (history) +8, Knowledge (the planes) +10, Listen +2, Sense Motive +6, Spellcraft +17, Spot +2
Possessions combat gear plus +2 *padded armor,* masterwork dagger, *ring of protection +1,* dusty rose *ioun stone,* backpack, bedroll, quill and ink, small mirror, spellbook, spell component pouch, travel journal
Spellbook spells prepared plus 0—all; 1st—*alarm, charm person, comprehend languages, expeditious retreat, identify, mage armor, shield;* 2nd—*darkness, flaming sphere, fog cloud, see invisibility, shatter, spider climb;* 3rd—*blink, explosive runes, fly, haste, hold person, protection from energy, suggestion;* 4th—*enervation, stoneskin*

Knowledge of the Wyrm By spending at least 1 hour doing nothing but research, Doran can add +4 to Knowledge (arcana) checks he makes for the next 8 hours.
Spell Research Doran can cast *cure serious wounds* and *freedom of movement* as arcane spells.
Draconic Discovery Once per day, Doran can empower a *scorching ray* spell without changing its level or preparing it ahead of time.

DRACONIC MAGIC

CHAPTER THREE



Illus. by R. Horsley

More than any other creatures, dragons are intimately tied to the primal forces of magic. Even the greatest arcanists only scratch the surface of what a dragon can do in that arena. What it achieves effortlessly with magic would take many mortal lifetimes to master. In essence, dragons are created from a blend of magic and the most basic elements, bonded powerfully to the magical world. Just as an individual magic item or locale might be a focal point for magical energies, dragons are focal points for the flow of magic—living, breathing conduits between its raw potency and the rest of the world.

Therefore, it's no surprise that dragons inspire a wide range of magical traditions. Whether the spells, powers, invocations, and other options in this chapter represent mortal attempts to mimic the innate talents of dragons or are traditions created and taught by dragons is immaterial. Scholars agree that many spells and magical abilities indeed originated with draconic lore, though most have been diluted over the years to the point where they are mere shadows of the magic wielded by dragonkind. However, some students of magic dedicate their lives to learning new ways to emulate the awesome powers of dragons—sometimes, ways that even the dragons never imagined.

This chapter opens with a variety of new spells that owe some fragment of their identity to the mighty dragons, whether as creator, wielder, or inspiration. Next, it presents new dragon-themed options for psionic characters (psionic powers), dragonfire adepts (breath effects and invocations), warlocks (invocations), incarnum-wielding meldshapers (soulmelds), and leaders who boost the talents of their allies (marshals and dragon shamans, from Miniatures Handbook and *Player's Handbook* II, respectively). Further, it describes the vestige of Ashardalon, a great dragon who once threatened all of reality and now exists in a realm beyond life and death, available to be summoned and bound by mortals.

The chapter concludes with two new systems of harnessing the magic of dragons. First, draconic auras allow characters to project a semblance of draconic power that benefits themselves and their allies. Second, dragonpacts provide characters with a means by which to forge a mystical bargain with a powerful dragon, gaining spell-like abilities in trade for gold and a small sliver of their own arcane talent.

NEW SPELLS

The following new spells are suitable for use in any campaign where the influence of dragons and draconic creatures is felt across the world.

Characters gain an extra benefit by learning some of these spells, as noted in the "Special" entry after a spell's description. This benefit applies to any character who has a list of spells known, such as a bard, sorcerer, warmage (see *Complete Arcane*) or favored soul (see *Complete Divine*), bur not to characters who prepare spells from a class list or a spellbook, such as a cleric or wizard. It applies as long as the spell remains on the character's list of known spells. If she later removes the spell (for example, if a sorcerer swaps it for another spell of the same level), she loses the benefit, too.

If a spell allows you to cast a different spell as part of its effect (such as *lord of the sky*, page 69), treat the extra spell as a normal version of that spell (including spell level, save Difficulty Class, and all other effects) except as described. For example, even though *lord of the sky* is a 5th-level spell, the lightning boll that you can cast as part of its effect is treated as a 3rd-level spell, as normal for *lightning bolt*.

Some spells allow you to sacrifice an additional sorcerer spell slot to augment the effect of the spell. In the class spell lists, these augmentable spells are denoted by a superscript A at the end of the spell's name. Spontaneous casters other than sorcerers who learn one of these spells can sacrifice nonsorcerer spell slots, as long as the slot sacrificed is of the same kind as the spell being cast. For example, a cleric or favored soul who learns *mark of the enlightened soul* (page 70) can sacrifice favored soul or cleric spell slots to augment that spell.

Finally, some of the new spells are intended for sorcerers only, or for sorcerers and members of other classes but not wizards. However, these are tew in number; most of the spells available to sorcerers are also available to wizards.

DUAL-SCHOOL SPELLS

Dual-school spells, which appeared for the first time in *Player'S Handbook II*, have effects that encompass two distinct schools of magic. In all cases, treat these spells as if they belonged to both schools simultaneously. Effects that prevent a spellcaster from accessing one school of a dual-school spell prevent all access to that spell. For example a specialist wizard cannot learn a dual-school spell if either of the spell's schools is one of his prohibited schools. Benefits that apply to a school of magic do not stack with each other even if the spellcaster can apply them to both schools of magic. For example, if a spellcaster has the Spell Focus feat for either school, it applies to the dual-school spell normally. However, if he takes the Spell Focus feat for both of a dual-school spell's associated schools, he still adds only 1 to the Difficulty Class of saves made against the dual-school spell.

THE POLYMORPH SUBSCHOOL

Player's Handbook II also introduced the polymorph subschool. A spell of this subschool (also referred to as a polymorph spell) changes the target's form from one shape to another. Unless stated otherwise in the spell's description, the target of a polymorph spell takes on all the characteristics and special abilities of an average member of the new form in place of its own, except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for the purpose of adjudicating effects based on Hit Dice, such as the *sleep* spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target retains the ability to understand any languages it understands in its normal form. If the new form is normally capable of speech, the target retains the ability to speak these languages as well. If the new form is capable

The funeral of a dragon attracts mourners of all races

Illus. by R. Horsley

of writing in some manner (even a primitive manner, such as drawing in the dirt with a paw), the target can write in the languages it understands.

In all other ways, the target's standard game statistics are effectively replaced by those of the new form. The target loses all the special abilities of its normal form, including its class features, even if the new form would normally be able to use those class features.

if the new form's size is different from the target's normal size, its new space must share as much of the original form's space as possible, squeezing into the available space if necessary (see Squeezing, PH 148). If insufficient space exists for the new form. the spell fails.

Any gear worn or carried by the target melds into the new form and becomes nonfunctional. When the target reverts to its normal form, any objects that were melded into the new form reappear in the same location on its body they previously occupied and are functional once again. Any new items that were worn by the new form fall off and land at the target's feet.

The spellcaster can freely designate the new form's minor physical qualities (such as hair color and skin color) and significant physical qualities (such as height, weight, and gender), within the normal ranges for a creature of that kind. The target of a polymorph spell is effectively camouflaged as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

If the target of a polymorph spell is slain or rendered unconscious, the spell ends. Any part of the body that is separated from the whole remains polymorphed until the effect ends.

Incorporeal creatures, gaseous creatures, and creatures of the plant type are immune to polymorph spells. A creature of the shapechanger subtype (such as a lycanthrope or doppelganger) can revert to its natural form as a standard action.

NEW ASSASSIN SPELL

4th Level

Ferocity of Sanguine Rage: Gain bonus on melee damage rolls and one use of *true* strike.

NEW BARD SPELLS

2nd Level

Soul of Anarchy: Gain +5 on Escape Artist checks and grapple checks to avoid being grappled, your natural weapons are chaotic-aligned, and you are treated as being chaotic-aligned for adjudicating effects.

3rd Level

Adoration of the Frightful: Make fearful creatures friendly to you.

Vision of the Omniscient Eye: Gain +10 bonus on Spot checks, immunity to being dazzled or blinded, and one use of *faerie fire*.

NEW BLACKGUARD SPELL

2nd Level

Soul of Shadow: *Inflict* spells cast by or on you have greater effect.

NEW CLERIC SPELLS

3rd Level

Adoration of the Frightful: Make fearful creatures friendly to you.

Soul of Light: Healing spells cast by or on you have greater effect.

Soul of Shadow: *Inflict wounds* spells cast by or on you have greater effect.

Vision of the Omniscient Eye: Gain +10 bonus on Spot checks, immunity to being dazzled or blinded, and one use of *faerie fire*.

4th Level

Mark of the Enlightened Soul[A]: Spells gain the good descriptor and deal extra damage to evil creatures.

Touch of the Blackened Soul[A]: Spells gain the evil descriptor and deal extra damage to good creatures.

6th Level

Eyes of the Oracle: Gain +2 bonus to AC and on Reflex saves; ready one extra action.

NEW DRUID SPELLS

1st Level

Path of Frost: Create a frozen path on the ground that slows movement and deals cold damage.

Rot of Ages: Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.

2nd Level

Primal Hunter: Gain a +5 bonus on Climb, Jump, and Swim checks.

3rd Level

Primal Instinct: Gain a +5 bonus on initiative checks and Survival checks.

Vision of the Omniscient Eye: Gain +10 bonus on Spot checks, immunity to being dazzled or blinded, and one use of *faerie fire*.

Wingblast: Create wings that can transform into a gust of wind or *obscuring mist*

Wreath of Flames: Flames around you deal 1d6 damage to adjacent foes; your melee attacks deal +1d6 fire damage.

4th Level

Passage of the Shifting Sands: Become a swirling sand cloud; gain one use of *gust of wind*.

Primal Senses: Gain low-light vision and a +5 bonus on Listen and Spot checks.

6th Level

Call of the Twilight Defender: Summon a twilight guardian to fight for you.

Primal Speed: Gain a +5 bonus on Reflex saves and a +10-ft. bonus to speed.

7th Level

Haze of Smoldering Stone: Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-ft. cone.

NEW HEXBLADE SPELLS

2nd Level

Adoration of the Frightful: Make fearful creatures friendly to you.

3rd Level

Trance of the Verdant Domain: Fascinate a single foe for 3 rounds, and make target vulnerable to your mind-affecting abilities.

NEW PALADIN SPELLS

1st Level

Soul of Order: Gain +2 on Will saves to resist enchantments, your natural weapons are lawful-aligned, and you are treated as being lawful-aligned for adjudicating effects.

2nd Level

Soul of Light: Healing spells cast by or on you have greater effect.

NEW RANGER SPELLS

1st Level

Primal Hunter: Gain a +5 bonus on Climb, Jump, and Swim checks.

2nd Level

Primal Instinct: Gain a +5 bonus on initiative checks and Survival checks.

3rd Level

Primal Senses: Gain low-light vision and a +5 bonus on Listen and Spot checks.

4th Level

Primal Speed: Gain a +5 bonus on Reflex saves and a +10-ft. bonus to speed.

NEW SHUGENJA SPELLS

3rd Level

Air	**Wingblast:** Create wings that can transform into a *gust of wind* or *obscuring mist.*

5th Level

Air	**Lord of the Sky:** Gain flight and one use of *lightning bolt*; slow airborne creatures.

NEW SORCERER/WIZARD SPELLS

1st Level

Conj	**Rot of Ages:** Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.
Div	**Detect Dragonblood:** Detect dragons and dragonblooded creatures within 60 ft.
Necro	**Rot of Ages:** Cloud of rotting debris sickens or nauseates one creature, provides concealment for others.
Trans	**Hoard Gullet:** Gain a second stomach to store objects in, similar to a *bag of holding.*
	Path of Frost: Create a frozen path on the ground that slows movement and deals cold damage.

2nd Level

Trans	**Magic of the Dragonheart:** Enhance the benefits of your draconic feats. *Sorcerer spell only.*
	Primal Hunter: Gain a +5 bonus on Climb, Jump, and Swim checks. *Sorcerer spell only.*
	Soul of Anarchy: Gain +5 on Escape Artist checks and grapple checks to avoid being grappled, your natural weapons are chaotic-aligned, and you are treated as being chaotic-aligned for adjudicating effects.
	Soul of Order: Gain +2 on Will saves to resist enchantments, your natural weapons are lawful-aligned, and you are treated as being lawful-aligned for adjudicating effects.
Univ	**Dragoneye Rune:** Create an invisible draconic mark on an object or creature.

3rd Level

Div	**Vision of the Omniscient Eye:** Gain +10 bonus on Spot checks, immunity to being dazzled or blinded, and one use of *faerie fire.*
	Ferocity of Sanguine Rage: Gain bonus on melee damage rolls and one use of *true strike.*
Ench	**Adoration of the Frightful:** Make fearful creatures friendly to you.
Evoc	**Vision of the Omniscient Eye:** Gain +10 bonus on Spot checks, immunity to being dazzled or blinded, and one use of *faerie fire.*
	Wingblast: Create wings that can transform into a *gust of wind* or *obscuring mist.*
	Wreath of Flames: Flames around you deal 1d6 damage to adjacent foes; your melee attacks deal +1d6 fire damage.
Trans	**Ferocity of Sanguine Rage:** Gain bonus on melee damage rolls and one use of *true strike.*
	Least Dragonshape: Take the form of a pseudodragon.

Primal Instinct: Gain a +5 bonus on initiative checks and Survival checks. *Sorcerer spell only.*

Wingblast: Create wings that can transform into a gust *of wind* or obscuring mist.

4th Level

Conj **Firestride Exhalation:** Deal 8d6 points of fire damage in 30-ft. cone, and teleport anywhere within the area.

Ench **Trance of the Verdant Domain:** Fascinate a single foe for 3 rounds, and make target vulnerable to your mind-affecting abilities.

Evoc **Firestride Exhalation:** Deal 8d6 points of fire damage in 30-foot cone, and teleport anywhere within the area.

Passage of the Shifting Sands: Become a swirling sand cloud; gain one use of *gust of wind.*

Necro **Curse of the Elemental Lords**^: Bestow a curse on enemies, making them more susceptible to your energy damage.

Trans **Mark of the Enlightened Soul**^: Spells gain the good descriptor and deal extra damage to evil creatures.

Passage of the Shifting Sands: Become a swirling sand cloud; gain one use of *gust of wind.*

Primal Senses: Gain low-light vision and a +5 bonus on Listen and Spot checks. *Sorcerer spell only.*

Touch of the Blackened Soul^: Spells gain the evil descriptor and deal extra damage to good creatures.

5th Level

Conj **Undying Vigor of the Dragonlords**^: Heal yourself of 5d6 or more points of damage. *Sorcerer spell only.*

Evoc **Lord of the Sky:** Gain flight and one use of *lightning bolt*; slow airborne creatures.

Trans **Form of the Desert Hunter:** Take the form of a dragonne.

Lord of the Sky: Gain flight and one use of *lightning bolt*; slow airborne creatures.

6th Level

Conj **Call of the Twilight Defender:** Summon a twilight guardian to fight for you.

Div **Eyes of the Oracle:** Gain +2 bonus to AC and on Reflex saves; ready one extra action.

Evoc **Haze of Smoldering Stone:** Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-foot cone.

Trans **Lesser Dragonshape:** Take the form of a Large red dragon.

Primal Speed: Gain a +5 bonus on Reflex saves and a +10-ft. bonus to speed. *Sorcerer spell only.*

7th Level

Abj **Justice of the Wyrm King**^: Create a field of arcane force that deals 4d6 damage to melee attackers.

Kiss of Draconic Defiance: Hinder nearby spellcasters; counter one spell automatically.

Evoc **Glorious Master of the Elements:** Channel acid, cold, electricity, or fire damage into ranged touch attacks.

Trans **Aspect of the Platinum Dragon:** Take the form of an aspect of Bahamut. Sorcerer spell only.

Univ **Arcane Spellsurge**: Reduce the casting time of your arcane spells.

8th Level

Ench **Mind of the Labyrinth:** Confuse enemies who try to affect your mind; *dominate* one such attacker.

Trans **Aspect of the Chromatic Dragon:** Take the form of an aspect of Tiamat. *Sorcerer spell only.*

9th Level

Evoc **Burst of Glacial Wrath:** Freeze nearby creatures, turning them into solid blocks of ice.

Trans **Burst of Glacial Wrath:** Freeze nearby creatures, turning them into solid blocks of ice.

NEW WU JEN SPELLS

2nd Level

All **Dragoneye Rune:** Create an invisible draconic mark on an object or creature.

3rd Level

Fire **Wreath of Flames:** Flames around you deal 1d6 damage to adjacent foes; your melee attacks deal +1d6 fire damage.

4th Level

Fire **Firestride Exhalation:** Deal 8d6 points of fire damage in 30-ft. cone, and teleport anywhere within the area.

6th Level

All **Eyes of the Oracle:** Gain +2 bonus to AC and on Reflex saves; ready one extra action.

Fire **Haze of Smoldering Stone:** Volcanic stones deal 4d6 bludgeoning and 8d6 fire damage in a 60-ft. cone.

7th Level

All **Arcane Spellsurge:** Reduce the casting time of your arcane spells.

Channel the Dragon: Gain breath weapon and resistance or damage reduction, depending on your favored element.

SPELL DESCRIPTIONS

The spells herein are presented in alphabetical order, with the exception of those whose names begin with "lesser" (see Order of Presentation, PH 181).

ADORATION OF THE FRIGHTFUL

Enchantment (Charm) [Mind-Affecting]
Level: Bard 3, cleric 3, hexblade 2, sorcerer/wizard 3
Components: V
Casting Time: 1 standard action
Range: 60 ft.
Area: 60-ft. radius emanation. centered on you
Duration: 1 minute/level
Saving Throw: Will negates
Spell Resistance: Yes

A thunderous rumble echoes from within you, Washing over cowed creatures and forcing them to show you respect

Upon casting this spell, you radiate a magical aura that causes fearful creatures to shy away from harming you. While this spell is in effect, any creature within the spell's area that is shaken, frightened, or panicked has its attitude toward you shifted to friendly (see Influencing NPC Attitudes, PH 72). This effect ends for a given creature if the fear effect is removed, or if you or an ally attacks the creature or otherwise takes any hostile act toward it.

Special: A character who learns this spell gains a +1 competence bonus on Diplomacy checks.

ARCANE SPELLSURGE

Universal
Level: Sorcerer/wizard 7, wu jen 7 (all)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

Green and yellow sparks fly off your body as a light breeze picks up, lifting loose debris and swirling around with a faint howl.

This spell speeds the flow of magic through you, hastening your spellcasting ability. Casting times for arcane spells are reduced as follows:

Normal Casting Time	New Casting Time
1 standard action	1 swift action
1 full round	1 standard action
2–10 rounds	1 round less than normal

Arcane spellsurge has no effect on any spell with a casting time of greater than 1 minute or a casting time not listed on the table.

You can't choose to ignore this effect; that is, you can't opt to cast a spell using its normal casting time. Thus, if all your spells normally have casting times of 1 standard action, they take 1 swift action instead, and because you cant take more than one swift action in a round, you won't be able to cast multiple spells per round while under the effect of *arcane spellsurge.* (If you have available spells with casting times of 1 full round, you are still able to cast more than one of those spells per round.) However, a sorcerer or other spontaneous arcane caster could cast a metamagic spell (as a standard action) and a normal spell (as a swift action) in the same round.

This spell doesn't stack with any other effect that reduces a spell's casting time.

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as a swift action.

ASPECT OF THE CHROMATIC DRAGON

Transmutation (Polymorph) [Evil]
Level: Sorcerer 8
Components: V, S, Evil
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level (D)

Your body becomes powerfully muscled as multicolored settles cover your flesh. Four draconic heads sprout from your shoulders.

You take the form of an aspect of Tiamat (see page 110). You gain 100 temporary hit points, which disappear at the end of the spell's duration. For details, see The Polymorph Subschool on page 60.

Evil: Only evil-aligned characters can cast this spell.

ASPECT OF THE PLATINUM DRAGON

Transmutation (Polymorph) [Good]
Level: Sorcerer 7
Components: V, S, Good
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level (D)

Your body expands in size while growing a sheen of platinum scales and mighty claws and teeth. A pair of great wings sprouts from your back.

You rake the form of an aspect of Bahamut (see page 108). You gain 110 temporary hit points, which disappear at the end of the spell's duration. For details, see The Polymorph Subschool on page 60. (If you don't have access to *Draconomicon*, replace the aspect's Tempest Breath feat with Great Cleave.)

Good: Only good-aligned characters can cast this spell.

BURST OF GLACIAL WRATH

Evocation/Transmutation [Cold]
Level: Sorcerer/wizard 9
Components: V, S
Casting Time: 1 standard action
Range: 30 feet
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Fortitude half
Spell Resistance: Yes

A quick buildup of icy blue energy centered on your hand rapidly becomes an enormous bubble of frost that washes out over the landscape, freezing all in its path.

You create a burst of icy energy that flash-freezes any creatures within the spell's area. The spell deals 1d6 points of cold damage per caster level (maximum 25d6 points). Any living creature reduced to –1 or fewer hit points is not killed, bur instead turned to solid ice (similar to *flesh to stone*, but with ice instead of stone). Effectively, the spell can't reduce a creature's hit points below –9. A successful Fortitude save halves the damage.

A creature turned to solid ice by this spell gains hardness 10 as well as immunity to cold and electricity. However, it also gains vulnerability to fire, and any frozen creature reduced to–10 or fewer hit points by fire damage immediately melts (and dies). Once this occurs, the creature can be brought back to life only with a *miracle, true resurrection*, or *wish* spell.

Special: A character who learns this spell gains resistance to cold 5, which stacks with any other resistance to cold he already possesses.

CALL OF THE TWILIGHT DEFENDER

Conjuration (Summoning)
Level: Druid 6, sorcerer/wizard 6
Components: V
Casting Time: 1 full round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One twilight guardian
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

The very ground erupts in a shower of stone and dirt, accompanied by a thunderclap. Standing in the center of the damaged ground is a creature of stone, wood, and plant parts resembling (lie regal form of a guardian dragon.

This spell summons one twilight guardian (see page 121) to fight for you. The spell functions like a *summon natures ally* spell, but with one exception. At any time, a summoned twilight guardian can sacrifice itself by simply touching you (a standard action); the twilight guardian is immediately destroyed, and you gain a number of hit points equal to 1/2 the twilight guardian's remaining hit points before its sacrifice.

Special: A character who learns this spell gains a +1 competence bonus on Knowledge (nature) checks.

CHANNEL THE DRAGON

Transmutation
Level: Wu jen 7 (all)
Components: V, S
Casting Time: 1 full round
Range: Personal
Target: You
Duration: 1 round/level

You feel the mighty force of elemental wyrms flood your spirit and reinforce your body. Your flesh hardens, and your eyes gleam.

Few creatures represent both the mystic and the elemental more than dragons. You tap into the spiritual might of these magnificent creatures to gain a breath weapon and a defensive ability based on your favored element (and the dragon variety channeled by the spell). See the table below for details.

The breath weapon takes the form of a 15-foot cone-shaped burst. Using the breath weapon requires a standard action, and each time you breathe, you must wait 1d4 rounds before breathing again. Spell resistance does not apply against the breath weapon's effect.

Element (Dragon)	Breath Weapon	Defensive Ability
Earth (copper)	Slow, 1d6 rounds (Will negates)	DR 5/ adamantine
Fire (red)	7d6 fire (Ref half)	Resistance to fire 30
Metal (silver)	Paralysis, 1 round (Will negates)	DR 5/ adamantine
Water (white)	7d6 cold (Ref half)	Resistance to cold 30
Wood (green)	7d6 acid (Ref half)	Resistance to acid 30

CURSE OF THE ELEMENTAL LORDS

Necromancy
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 swift action
Range: Medium
(100 ft. + 10ft./level)
Target: One creature/4 levels
Duration: 24 hours
Saving Throw: Will negates
Spell Resistance: Yes

Ghostly images of elemental beasts fly from your outstretched arm, sinking foes and placing a shadowy curse upon idem.

This spell places a curse on the targets, making them more susceptible to your magical attacks. When you cast this spell, select acid, cold, electricity, or fire; any creature affected by the spell takes an extra 1d6 points of damage from any of your spells that deal damage of that energy type. The extra damage isn't added to other effects, such as a weapon's *flaming* special ability, nor does it apply to damage dealt by other characters.

As part of the casting of this spell, you can sacrifice one additional sorcerer spell slot of up to 9th level; doing this increases the extra damage from the spell by 1 point per level of the sacrificed slot. For example, if you spend a 4th-level spell slot to cast curse of the *elemental lords* and a 6th-level spell slot to augment it, the resulting curse adds 1d6+6 points of damage to the damage taken by targets of your spells of the chosen energy type. Curse of the *elemental lords* can't be dispelled, but it can be removed by any effect that would remove a curse.

Special: If you are of the dragonblood subtype (see page 4), the extra damage from this spell also applies to your breath weapon (assuming that it deals the appropriate type of damage).

DETECT DRAGONBLOOD

Divination
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 10 min./level (D)
Saving Throw: None
Spell Resistance: No

DETECT DRAGONBLOOD

	Aura Power*			
Creature	Faint	Moderate	Strong	Overwhelming
Dragonblood subtype (HD)	10 or lower	11-25	26-50	51 or higher
Dragon type (HD)	2 or lower	3–8	9-20	21 or higher

This spell functions like *detect evil,* except that you detect the auras of creatures of the dragon type or the dragonblood subtype (see page 4). The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of dragonblooded creatures.

2nd Round: Number of dragonblooded in the area, and the power of the most potent aura.

3rd Round: The power and location of each aura. If an aura is outside your line of sight, you learn its direction but not its exact location. If an aura is within your line of sight, you can make a Knowledge (arcana) check (DC 10 + target's HD) to determine whether the aura is of the dragon type or the dragonblood subtype.

Aura POWER: The power of a dragonblooded creature's aura depends on its Hit Dice and the strength of its connection to dragons; see the accompanying table. If a creature's aura falls into more than one category, the spell indicates the stronger of the two.

DRAGONEYE RUNE

Universal

Level: Sorcerer/wizard 2, wu jen 2 (all)

Components: V, S

Casting Time: 1 standard action

Range: Touch

Effect: One personal rune or mark, all of which must fit within 1 sq. ft.

Duration: Permanent

Saving Throw: None

Spell Resistance: No

A brightly glowing sigil appears briefly, burning as though branded into the surface before fading to invisibility.

This spell allows you to brand a special *arcane mark* onto an object or creature, denoting that it is under your watchful eye. The mark inscribed is unique to your casting of this spell; no two casters create the same mark. It otherwise functions just as *arcane mark,* with two exceptions.

First, you can treat the marked object or creature as familiar for the purpose of any divination (scrying) spell.

Second, three times per day you can (as a swift action) detect the direction and distance of the marked object or creature from you. If the creature is dead or on another plane, you gain no knowledge from this function.

Special: if you are of the dragonblood subtype (see page 4), any object or creature with a *dragoneye rune* gains a +2 bonus on saves against divination (scrying) spells or effects cast by other dragonblooded creatures.

DRAGONSHAPE, LEAST

Transmutation (Polymorph)

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

Your body shrinks to the size of a housecat, as red-brown scales replace your normal skin and your fingers turn into sharp claws. A sinuous barbed tail grows from the base of your spine, and two leathery wings burst from your back.

You take the form of a Tiny pseudodragon (MM 210). For details, see The Polymorph Subschool on page 60.

DRAGONSHAPE, LESSER

Transmutation (Polymorph)

Level: Sorcerer/wizard 6

Components: V, S

Casting Time: 1 swift action

Range: Personal

Target: You

Duration: 1 round/level (D)

You feel a fire burning deep within you. Crimson scales quickly grow over your body, a pair of great wings sprouts from your shoulders, and the scent of sulfur fills the area as you transform into a dragon.

You take the form of a Large young red dragon (see below). You gain 60 temporary hit points, which disappear at the end of the spell's duration. For details, see The Polymorph Subschool on page 60.

YOUNG RED DRAGON CR 7

Init +0; **Senses** blindsense 60 ft., darkvision 120 ft.. low-light vision (4 × human), Listen +17, Spot +17

Languages Draconic

AC 21, touch 9, flat-footed 21 (–1 size, +12 natural)

hp as normal form (+60 temporary hp)

Immune fire, magic sleep effects, paralysis

Fort +11, **Ref** +8, **Will** +9

Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor); Flyby Attack, Hover

Melee bite +20 (2d8+7) and 2 claws +14 (1d8+3) and 2 wings +14 (1d6+3) and tail slap +14 (1d8+10)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Base Atk +13; **Grp** +24

Atk Options Power Attack

Special Actions breath weapon, Hover

Abilities Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12

Feats Flyby Attack, Hover, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)

Skills Appraise +17, Bluff +17, Diplomacy +5, Intimidate+19, Listen +17, Search +17, Sense Motive +17, Spot +17, Survival +1 (+3 following tracks)

Breath Weapon (Su) Once every 1d4 rounds, 40-ft. cone, 6d10 fire; Reflex DC 19 half

EYES OF THE ORACLE

Divination

Level: Cleric 6, sorcerer/wizard 6, wu jen 6 (all)

Components: V, S, M

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level or until expended

Vague, translucent shadows of your body's form move just out of sync with your own motions, a visible sign that you exist in two places in time.

You can see into the future, slightly anticipating your opponents' next moves. You gain a +2 insight bonus to Armor Class and a +2 insight bonus on Reflex saves.

Additionally, at the end of your turn, you can ready a single standard action regardless of the number of actions taken this turn. Thus, you can move at your movement rate, make a single attack, and then at the end of your turn ready an action to cast a single spell with a casting time of one standard action. This behaves as a readied action in all other ways, including the change in your initiative, if you take the readied action, the spell's effect ends immediately.

Special: If you are of the dragonblood subtype (see page 4), your bonus to Armor Class and on Reflex saves improves to +3.

FEROCITY OF SANGUINE RAGE

Transmutation/Divination
Level: Assassin 4, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level or until expended

Blood seems to pour from your eyes as an irregular red glow whirls around you chaotically.

This spell imbues you with a supernatural ferocity, giving you an edge in melee combat. You gain a morale bonus on your melee damage rolls (with weapons or natural attacks) equal to 1/2 your caster level. This has no impact on your ability to cast spells or perform other actions.

Furthermore, while this spell is active, you can activate a *true strike* effect (as the spell) on yourself as a standard action. This effect lasts for the normal duration of the *true strike* spell (a single attack), after which the entire spell's duration ends.

Special: If you are of the dragonblood subtype (see page 4), you cast this spell at +1 caster level.

FIRESTRIDE EXHALATION

Conjuration (Teleportation)/ Evocation [Fire]
Level: Sorcerer/wizard 4, wu jen 4 (fire)
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.; see text
Area: Cone-shaped burst; see text
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

With a word and a gesture, you fill your lungs with swirling, burning energy. Then, with a mighty exhalation, you flood the space before you with a powerful cone of fire. As the last wisps of energy leave your lips, your body becomes part of the breath weapon, allowing you to flow through space and reform your body anywhere within the breath's area.

You breathe forth a cone of fire that deals 8d6 points of fire damage. A successful Reflex save halves this damage, and spell resistance applies.

When you cast this spell, you have the option of becoming part of the breath weapon and teleporting instantly to any unoccupied space within the breath weapon's area. Your entire body need not fit within the breaths area, as long as your new space shares at least 1 square with the breath weapon's area. You bring along any gear worn or carried (up to your maximum load). You can't bring along other creatures except for your familiar. You must make this decision when casting the spell, before any other effects of the breath weapon are resolved (such as saves, spell resistance, and so forth). You aren't damaged by the spell's effect when you appear within its area.

FORM OF THE DESERT HUNTER

Transmutation (Polymorph)
Level: Sorcerer/wizard 5
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 round/level (D)

Brass scales grow from your flesh as a thick mane surrounds your face. Your arms and legs become powerfully muscled and grow sharp claws as your body hunches over to become quadrupedal and a small pair of batlike wings sprouts from your shoulder blades.

You take the form of a dragonne (MM 89). You gain 30 temporary hit points, which disappear at the end of the spell's duration. For details, see The Polymorph Subschool on page 60.

GLORIOUS MASTER OF THE ELEMENTS

Evocation [Acid, Cold, Electricity, Fire]
Level: Sorcerer/wizard 7
Components: None
Casting Time: 1 standard action
Range: 60 ft.
Target: One creature
Duration: 5 rounds
Saving Throw: None
Spell Resistance: Yes

A surge of arcane energy explodes from your fingertips, sending white, red, and yellow jolts lancing outward.

This spell allows you to channel the awesome energy of the primal elements. For the duration of the spell, you can, as a standard action, make a ranged touch attack against any target within 60 feet. If successful, you deal 1d6 points of energy damage per two caster levels (maximum 10d6). Before making the attack, select the energy type from among acid, cold, electricity, and fire.

Additionally, each time you successfully make an attack on a target using this spell, you gain a cumulative +2 bonus on the damage roll for each subsequent attack on the same target.

This bonus is cumulative only for the duration of the spell and applies only to damage dealt by this spell.

Special: If you are of the dragonblood subtype (see page 4), your ranged touch attacks from this spell instead deal 1d8 points of damage per two caster levels (maximum 10d8).

HAZE OF SMOLDERING STONE

Evocation [Fire]
Level: Druid 7, sorcerer/wizard 6, wu jen 6 (fire)
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped burst
Duration: Instantaneous
Saving Throw: Reflex half
Spell Resistance: Yes

Glowing embers swirl around your body, then fly outward to pummel nearby foes with searing volcanic rock.

This spell projects hundreds of tiny, burning volcanic rocks outward from your body, dealing 4d6 points of bludgeoning damage and 8d6 points of fire damage.

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If you cast *haze of smoldering stone* again before the end of your next turn, the second casting deals 5d6 points of bludgeoning damage and 10d6 points of fire damage.

Special: A character who learns this spell gains resistance to fire 3, which stacks with any other resistance to fire he already possesses.

HOARD GULLET

Transmutation
Level: Sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

You move your hands to your throat, chanting in low murmurs as you trace an imaginary line from your lower jaw down to your abdomen.

You gain a magical second stomach, which can be used to transport objects securely. You can safely swallow and transport any object you could normally swallow (including items at least three size categories smaller than you). The capacity of your hoard gullet is 100 pounds and/or 10 cubic feet per caster level (up to a maximum of 1,000 pounds and 100 cubic feet). You can't remove individual items from your *hoard gullet*, but as a full-round action, you can expel its entire contents into your square. It otherwise functions as a *bag of holding* (DMG 248).

At the end of the spell's duration, anything still in your second stomach is immediately and instantly brought up, falling to the ground next to you. You can't have more than one *hoard gullet* active at one time; casting this spell before its duration ends the duration of the previous casting. For example, if a 7th-level sorcerer with 2 hours left on his hoard gullet casts the spell again, the spell's duration resets to 7 hours.

Dragons often use this spell to transport their treasure hoards safely, but it is equally useful to those who would loot such hoards.

JUSTICE OF THE WYRM KING

Abjuration [Force]
Level: Sorcerer/wizard 7
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 5 rounds

Spines of brilliant yellow light burst outward from your body, giving the impression that you are covered in glowing spikes.

You create a field of arcane force around your body that deals retaliatory damage to your attackers. While this spell is active, any creature striking you with a nonreach melee weapon takes 4d6 points of damage.

As part of the casting of this spell, if you are a sorcerer you can sacrifice one additional sorcerer spell slot of up to 9th level; this increases the damage dealt by 2 points for every level of the sacrificed slot. For example, if you use a 7th-level spell slot to cast *justice of the wyrm king* and sacrifice a 5th-level spell slot to augment it, you deal 4d6+10 points of damage to your attackers.

KISS OF DRACONIC DEFIANCE

Abjuration
Level: Sorcerer/wizard 7
Components: V, S
Casting Time: 1 standard action
Range: 40 ft.
Area: 40-tt.-radius emanation centered on you
Duration: Concentration + 1 round or until expended
Saving Throw: Fortitude negates; see text
Spell Resistance: Yes: see text

A ring of radiant energy spirals out from your body, shattering the magical energies of others.

This spell projects magical interference from your body, making it more difficult for others to cast spells within its area. Any enemy attempting to cast a spell within the area of a *kiss of draconic defiance* must succeed on a Fortitude saving throw; failure means the spell is lost (as it cast) but has no effect. Any creature that successfully saves against this spell is immune to its effect for 24 hours thereafter. Check spell resistance the first time a creature attempts to cast a spell within the area.

Furthermore, while this spell is active, you can automatically counter a single spell of 5th level or lower (as per the counterspell action) as an immediate action, as long as the caster is within the area of the kiss *of draconic defiance.* Doing so immediately ends the duration of this spell. You do not expend any of your own spell slots to counter the other spell and need not make a Spellcraft check to identity it (though you can choose to do so to ensure that it's not higher than 5th level).

LORD OF THE SKY

Evocation/Transmutation [Electricity]
Level: Shugenja 5 (air), sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

A swirling cloud of black mist surrounds you, shot through with bote of lightning and covering you in powerful magic.

By casting this spell, you become more formidable in aerial combat, allowing you to deal with airborne enemies more easily. You can fly at a speed of 40 feet with good maneuverability (or 30 feel if you wear medium or heavy armor, or carry a medium or heavy load). If you already have a fly speed of 40 feet or greater, your fly speed improves by 10 feet, and your maneuverability improves to good (unless it's already better than that).

Firestride exhalation (page 67) offers both offensive capability and movement to its caster

While airborne, you can use a swift action each round to fire a bolt of magical lightning as a ranged touch attack against any other airborne target within 60 feet. This attack deals 1 point of electricity damage per caster level (maximum 20 points) and reduces the target's fly speed to 1/2 normal for the duration of the spell. This speed reduction doesn't stack, so attacking the same target multiple times yields no extra reduction in fly speed (but continues to deal damage).

Furthermore, while this spell is active, you can activate one lightning bolt (as the spell) as a standard action. Doing so ends the duration of lord *of the sky*, and if you do not have a natural fly speed, you drift to the ground as per the fly spell.

Special: If you are of the dragonblood subtype (see page 4), this spell grants you a fly speed of 60 feet (or 40 if encumbered as described above). Dragonblooded casters who already have a fly speed of 60 feet or greater instead gain a +10-foot improvement to their fly speed.

MAGIC OF THE DRAGONHEART

Transmutation
Level: Sorcerer 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level

You speak your own name as you clench your fists at your side. An aura of bright energy forms around you, coalescing into the shape of a translucent dragon above your head.

This spell grants you a variety of benefits related to your draconic feats. If you have no draconic feats, this spell has no effect.

While this spell is active, you are considered to have two more draconic feats than normal for the purpose of determining the benefit of your draconic feats. For example, if you have the Draconic Heritage feat (see page 17), you would gain a +2 bonus to the specified saves for the duration of this spell, over and above the bonus already granted by that feat.

In addition, for the purpose of determining the benefit of a draconic feat, treat magic *of the dragonheart* as if its spell level equaled 1/2 your caster level. For example, an 8th-level sorcerer that has the Draconic Flight feat (*Complete Arcane* 77) would gain a fly speed of 40 feet after casting this spell, as if it were a 4th-level spell.

Finally, you gain a competence bonus equal to 1/2 your caster level (maximum +10) on skill checks made with the class skill granted by your Draconic Heritage feat (if you have the feat).

MARK OF THE ENLIGHTENED SOUL

Transmutation [Good]
Level: Cleric 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 3 rounds or until ended

Your hands glow softly, as if illuminated from within by a bright light.

This spell adds a touch of good to your magic, granting you special potency against your evil-aligned enemies. Your spells gain the good descriptor. Any spell you cast of 3rd level or lower deals +50% damage to evil-aligned creatures.

As part of the casting of this spell, you can sacrifice one sorcerer spell slot of 5th to 9th level; doing this increases the maximum level of spells affected by *mark of* the enlightened soul to the level of the sacrificed slot minus 1. For example, if you spend a 4th-level spell slot to cast the spell and a 7th-level spell slot to augment it, you would deal extra damage to evil-aligned creatures with spells of 6th level or lower.

Special: A good-aligned caster of the dragonblood subtype can choose to end this spell's duration by activating *protection from evil* (as the spell, but targeting itself) as a swift action. This effect lasts for the normal duration of protection *from evil.*

MIND OF THE LABYRINTH

Enchantment (Compulsion) [Mind-Affecting]
Level: Sorcerer/wizard 8
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until expended

As you close your eyes to mere slits, a black miasma of energy floats around your head, sucking in light and the stray minds of others.

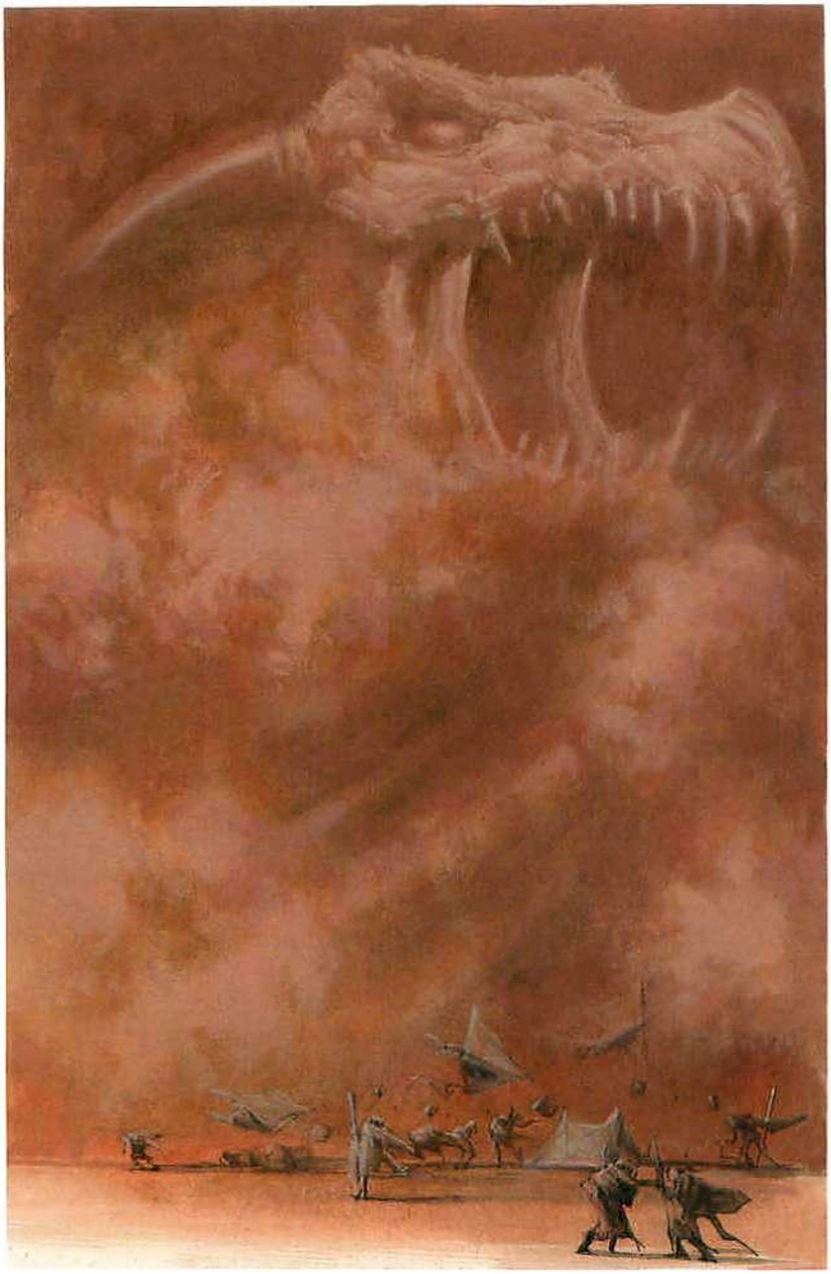
You twist your mind to become a magical labyrinth, bewildering unsuspecting spellcasters. If an enemy casts a mind-affecting spell or ability that targets you, the enemy becomes *confused* for 1 round, disoriented by the mazelike confines of your consciousness. (This confusion occurs whether or not the spell successfully affects you.) A successful Will save (DC 18 + your Int modifier) negates this effect and renders that foe immune to this casting of the spell.

Furthermore, while *mind of the labyrinth* is active, you can use an immediate action to activate a *dominate* person effect (as the spell, except that the duration is 1 hour) on one humanoid who casts a mind-affecting spell on you. Doing so ends the duration of *mind of the labyrinth*, though the *dominate person* effect lasts for 1 hour thereafter.

Special: A character who learns this spell gains a +1 competence bonus on Bluff checks.

PASSAGE OF THE SHIFTING SANDS

Transmutation/Evocation [Air]
Level: Druid 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level (D) or until expended



An ill wind blows in the desert, spurred on by dragon magic

You entire body sparkles as color fades from your form. A stiff breeze picks up as you collapse into thousands of particles of sand, sent flying on the warm wind.

You and all your belongings become a flying cloud of sand, swirling and formless yet retaining your consciousness. You lose your normal shape and become a sand cloud, taking up the same space you do in your normal form. You can fly at a speed of 40 feet (perfect maneuverability), but you lose any other movement rates you had in your normal form. Treat this otherwise as *gaseous form* (PH 234).

If you end your movement in the same space as another creature, that creature is blinded for 1 round (Fortitude negates). Spell resistance does not apply against this effect.

Furthermore, while this spell is active, you can activate a *gust of wind* effect (as the spell) as a swift action. Doing so ends the duration of *passage of the shifting sands.*

Special: A blue dragon capable of casting 6th-level sorcerer spells can cast this spell as a swift action.

PATH OF FROST

Transmutation [Cold]
Level: Druid 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action; see text
Range: 30 ft.
Area: One 5-foot square per level (maximum 5), beginning adjacent to your space (S)
Duration: 1 round/level
Saving Throw: Reflex negates
Spell Resistance: No

A pathway of solid ice races along the ground from your feet, creating a frozen strip that gives off wisps of moisture.

This spell creates a pathway or area of slippery ice on the ground. Entering an affected square costs 2 squares of movement; a creature can avoid this hindrance by succeeding on a DC 10 Balance check. If the creature fails the save by 5 or more, it not only spends 2 squares of movement to enter the affected square, but it also falls prone in that square.

In addition, any creature that starts its turn in an affected square or that enters an affected square takes 1 point of cold damage. If a creature enters more than one affected square on its turn, it takes damage for each square.

This spell can be cast only on solid ground and has no effect when cast on the surface of water or other liquids.

If you cast *path of frost* again before the duration of the first spell ends, any squares within the area of both castings deal 2 points of cold damage. More than two overlapping areas don't stack.

Special: A white dragon capable of casting 3rd-level sorcerer spells can cast this spell as a swift action.

PRIMAL HUNTER

Transmutation
Level: Druid 2, ranger 1, sorcerer 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours

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Your muscles ripple with the memory of ancestral strength, tensing for quick action.

This spell causes your body to recall the strength of your forebears, hearkening back to a time when your ancestors constantly struggled (or survival. You gain a +5 competence bonus on Climb, Jump, and Swim checks.

If *primal hunter* is active on you at the same time as *primal instinct, primal senses,* or *primal speed, you* gain uncanny dodge (as the barbarian class feature). If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as a swift action.

PRIMAL INSTINCT

Transmutation
Level: Druid 3. ranger 2, sorcerer 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours

Rings of blue-white energy travel from your feet to your head ami back again, vanishing lifter encircling you in their glow.

This spell calls upon the raw natural forces within you to grant the basic instincts possessed by your ancestors. You gain a +5 competence bonus on initiative and Survival checks.

If *primal instinct* is active on you at the same time as *primal hunter, primal senses,* or *primal speed, you* gain uncanny dodge (as the barbarian class feature). It all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you also gain a +5 competence bonus on any one kind of Knowledge check, chosen when you cast primal instinct, and you are treated as trained in that skill.

PRIMAL SENSES

Transmutation
Level: Druid 4, ranger 3, sorcerer 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours

Translucent, catlike eyes appear over your own, flaring brightly for a moment before fading to invisibility.

This spell calls upon the primal forces of creation to grant you the senses of your primitive ancestors. You gain low-light vision and a +5 competence bonus on Listen and Spot checks.

If *primal senses* is active on you at the same time as *primal hunter, primal instinct,* or *primal speed,* you gain uncanny dodge (as the barbarian class feature). If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you also gain blindsense out to 10 feet.

PRIMAL SPEED

Transmutation
Level: Druid 6, ranger 4, sorcerer 6
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 24 hours

A shower of sparks flies off your shoulders, cascading to the ground and dinging to your anus and legs.

This spell draws upon the natural reflexes of hunters and prey, giving you the ability to react to danger as more primitive beings might. You gain a +5 resistance bonus on Reflex saves and a +10-foot enhancement bonus to all your speeds.

If *primal speed* is active on you at the same time as *primal hunter, primal instinct,* or *primal senses,* you gain uncanny dodge (as the barbarian class feature). If all four of these spells are active on you at the same time, you gain improved uncanny dodge (as the barbarian class feature; your barbarian level for the purpose of being flanked equals your caster level).

Special: If you are of the dragonblood subtype (see page 4), you can cast this spell as an immediate action.

ROT OF AGES

Conjuration (Creation)/Necromancy
Level: Druid 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action; see text
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 2 rounds
Saving Throw: Fortitude partial
Spell Resistance: No

A cloud of rot ling plant and animal matter swirls up from the ground around your target, encompassing it in a whirlwind of decay.

This spell encompasses your target in a cloud of rotting debris. The target is sickened for 2 rounds. Furthermore, all other creatures are treated as having concealment against the target. A successful Fortitude save negates the sickness, but not the concealment. Nonliving creatures are unaffected by the sickness effect.

A living creature already under the effect of *rot of ages* that fails a save against a second casting of the spell is nauseated (rather than sickened) for as long as both effects last (and then sickened for the remainder of the second spell's duration).

Special: A black dragon capable of casting 3rd-level sorcerer spells can cast this spell as a swift action.

SOUL OF ANARCHY

Transmutation [Chaotic]
Level: Bard 2, sorcerer/wizard 2
Components: V, S

Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour

A wreath of crackling energy encircles your body, twisting madly around you before sinking into your skin in an unsettling fashion.

This spell infuses your body with energy drawn from the primal forces of chaos. You gain a +5 competence bonus on Escape Artist checks, as well on grapple checks to resist or escape a grapple. Your natural weapons are treated as chaotic-aligned for the purpose of overcoming damage reduction. Regardless of your normal alignment, you are considered chaotic-aligned for the purpose of effects that rely on alignment (such as *protection from chaos* or *chaos hammer*),

if *soul of anarchy* and *soul of light* are active on you at the same time, you gain damage reduction 3/evil or lawful. If soul of anarchy and soul of shadow are active on you at the same time, you gain damage reduction 3/good or lawful.

Soul of anarchy counters and dispels *soul of order*, and vice versa.

Special: A chaotic-aligned dragon capable of casting 4th-level sorcerer spells can cast this spell as a swift action.

SOUL OF LIGHT

Transmutation [Good]
Level: Cleric 3, paladin 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour

Bright, clear light sprouts from your body, quickly flaring before fading to a faint white pulse.

This spell infuses your body with energy drawn from the Positive Energy Plane, making it easier to repair injuries. Whenever you cast or are the target of a conjuration (healing) spell, you can choose for the spell to heal a number of extra points of damage equal to twice the spell's level. If such a spell heals at least 10 points of damage, it also removes the fatigued condition from the target (or reduces exhaustion to fatigue).

If *soul of light* and *soul of anarchy* are active on you at the same time, you gain damage reduction 3/evil or lawful. If *soul of light* and *soul of order* are active on you at the same time, you gain damage reduction 3/chaotic or evil.

Soul of light counters and dispels *soul of shadow*, and vice versa.

Special: A good-aligned dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

SOUL OF ORDER

Transmutation [Lawful]
Level: Paladin 1, sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour

A shimmering field of silver energy flows up your body from your feet to your head, giving your skin a metallic sheen.

This spell infuses your body with energy drawn from the primal forces of law. You gain a +2 morale bonus on Will saves made to resist enchantment effects. Your natural weapons are treated as lawful-aligned for the purpose of overcoming damage reduction. Regardless of your normal alignment, you are considered lawful-aligned for the purpose of effects that rely on alignment (such as *protection from law* or *order's wrath*).

If *soul of order* and *soul of light* are active on you at the same time, you gain damage reduction 3/chaotic or evil. If *soul of order* and *soul of shadow* are active on you at the same time, you gain damage reduction 3/chaotic or good.

Soul of order counters and dispels *soul of anarchy*, and vice versa.

Special: A lawful-aligned dragon capable of casting 4th-level sorcerer spells can cast this spell as a swift action.

SOUL OF SHADOW

Transmutation [Evil]
Level: Blackguard 2, cleric 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour

Flecks of darkness whirl in your eyes, and your shadow seems to grow and writhe, echoing darkness within you.

This spell infuses your body with energy drawn from the Negative Energy Plane. Whenever you cast or are the target of an inflict spell, you can choose for the spell to deal a number of extra points of damage equal to twice the spell's level. (Only undead casters typically choose for such spells to "deal" extra damage to them.) If you cast such a spell that deals at least 10 points of damage to any one target, it also removes the fatigued condition from you (or reduces exhaustion to fatigue).

If *soul of shadow* and *soul of anarchy* are active on you at the same time, you gain damage reduction 3/good or lawful. If *soul of shadow* and *soul of order* are active on you at the same time, you gain damage reduction 3/chaotic or good.

Soul of shadow counters and dispels *soul of light*, and vice versa.

Special: An evil-aligned dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

TOUCH OF THE BLACKENED SOUL

Transmutation [Evil]
Level: Cleric 4, sorcerer/wizard 4
Components: V; S
Casting Time: 1 swift action
Range: Personal
Target: You
Duration: 3 rounds or until ended

Inky black energy flows across your body, dripping to the ground and hissing with corruption everywhere if lands.

This spell adds a taint of evil to your magic, granting you special potency against your good-aligned enemies.

Your spells gain the evil descriptor. Any spell you cast of 3rd level or lower deals +50% damage to good-aligned creatures.

As part of the casting of this spell, if you are a sorcerer you can sacrifice one sorcerer spell slot of 5th to 9th level; doing this increases the maximum level of spells affected by *touch of the blackened soul* to the level of the sacrificed slot minus 1. For example, it you spend a 4th-level slot to cast the spell and a 5th-level spell slot to augment it, you would deal extra damage to good-aligned creatures with spells of 4th level or lower.

Special: An evil-aligned caster of the dragonblood subtype can choose to end this spell's duration by activating *protection from good* (as the spell, but targeting itself) as a swift action. This effect lasts for the normal duration of *protection from good.*

TRANCE OF THE VERDANT DOMAIN

Enchantment (Compulsion) [Mind-Affecting]
Level: Hexblade 3, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Target: One creature
Duration: Instantaneous
Saving Throw: Will negates
Spell Resistance: Yes

A halo of green-gold light surrounds you, and then snakes outward into the mind of a nearby foe.

You project an instantaneous surge of mental energy that overwhelms a weak-minded foe. The target stops and stares blankly, fascinated for 3 rounds. In addition, any creature under the effect of this spell takes a –2 penalty on saves against mind-affecting effects you create.

Special: A green dragon capable of casting 6th-level sorcerer spells can cast this spell as a swift action.

UNDYING VIGOR OF THE DRAGON LORDS

Conjuration (Healing)
Level: Sorcerer 5
Components: V
Casting Time: 1 full round
Range: Personal
Target: You
Duration: Instantaneous

A golden ray of light erupts from the ground beneath you, bathing you in a column of healing illumination that dances with yellow flecks.

This spell converts arcane spell energy into pure draconic life energy, guiding it to repair damage to your body. You immediately heal 5d6 points of damage. As part of the casting of this spell, you can sacrifice one sorcerer spell slot of up to 9th level; doing this increases the healing by 1d6 points per level of the sacrificed slot. For example, a 10th-level sorcerer who spent two 5th-level spell slots (one to cast the spell and another to enhance it) would heal 10d6 points of damage.

This spell does not channel positive energy as divine healing spells do, so it functions the same for undead spellcasters as it does for living casters.

Special: If you are of the dragonblood subtype (see page 4), this spell heals an extra 1 point of damage per die rolled.

VISION OF THE OMNISCIENT EYE

Divination/Evocation [Light]
Level: Bard 3, cleric 3, druid 3, sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

Your eyes briefly flash with brilliant light, opening your mind to encompass every object nearby.

You gain great vision, allowing you to see everything in the surrounding area clearly. You gain a +10 insight bonus on Spot checks and immunity to being dazzled or blinded (if you are already dazzled or blinded, you can see normally for the duration of the spell).

Additionally, if you cast this while under the effect of see *invisibility, true seeing*, or any other spell that allows you to see invisible creatures, you can activate a *faerie fire* effect (as the spell) on any invisible creature or object within 60 feet as a swift action. Doing this ends the duration of *vision of the omniscient eye*; the *faerie fire* effect lasts for 1 minute.

Special: A character who learns this spell gains a +1 competence bonus on Spot checks.

WINGBLAST

Evocation [Air]/Transmutation
Level: Druid 3, shugenja 3 (air), sorcerer/wizard 3
Components: V, S
Casting Time: 1 standard action
Range: See text
Effect: See text
Duration: 1 round/level (D) or until expended; see text
Saving Throw: None or Fortitude negates; see text
Spell Resistance: No or Yes; see text

Hazy wings of mist form at your sides. bearing you aloft. At your command, the wings transform into a great blast of wind or a cloud of fog.

When you cast this spell, large wings of mist—resembling those of a dragon of your choice—form on your back. You can fly at a speed equal to your base land speed (maximum 60 feet) with good maneuverability. You can fly it carrying a medium or heavy load or wearing medium or heavy armor.

As a swift action, you can choose to transform the wings into one of the two effects given below. In either case, doing this immediately ends the spell's duration (if you are flying when this occurs, you fall).

- A 60-foot-long line-shaped gust of severe wind (as the gust of wind spell; a Fortitude save negates the effect and spell resistance applies).

- A 20-foot-radius cloud of fog centered on you (as the *obscuring mist* spell; no save or spell resistance applies). The cloud created lasts for 1 minute.

WREATH OF FLAMES

Evocation [Fire]
Level: Druid 3, sorcerer/wizard 3, wu jen 3 (fire)
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level

A burst of white-hot fire springs into existence around you, swirling and twisting dangerously.

This spell surrounds you with white-hot flames. At the end of each of your turns, any enemy adjacent to you or sharing your space takes 1d6 points of fire damage. Your melee attacks deal an extra 1d6 points of fire damage.

Special: A red dragon capable of casting 5th-level sorcerer spells can cast this spell as a swift action.

NEW POWERS

These new powers are intended for manifesters (see *Expanded Psionics Handbook*) who seek to access the powers of dragons or expect to face draconic enemies. Many of their powers are related to the abilities of the gem dragons (see *Monster Manual* II), which are innately psionic.

In the power list that follows, powers marked with a superscript A are capable of being augmented.

NEW PSION/WILDER POWERS

1st Level

Channel the Psychic Dragon^A: Gain bonus on skill checks and resistance based on chosen gem dragon.

2nd Level

Amethyst Burst^A: Deal 2d6 force damage in 20-ft.-radius spread.

4th Level

Gemstone Breath^A: Gain breath weapon usable each round based on chosen gem dragon.

5th Level

Crystal Body: Your body becomes living crystal.

NEW PSYCHIC WARRIOR POWER

1st Level

Channel the Psychic Dragon^A: Gain bonus on skill checks and resistance based on chosen gem dragon.

POWER DESCRIPTIONS

The psionic powers described below are presented in alphabetical order.

AMETHYST BURST

Metacreativity (Creation) [Force]
Level: Psion/wilder 2
Display: Auditory and material
Manifesting Time: 1 standard action
Range: Close (25 ft. * 5ft/2 levels)
Area: 20-ft.-radius burst
Duration: Instantaneous
Saving Throw: Reflex half
Power Resistance: No
Power Points: 3

You form a mole of psionic energy in your chest, wrapping lairs of crystalline ectoplasm around it. When the crystal is large enough, you let it burst forth from your chest and fly toward your enemies.

Upon manifesting this power, you propel a violet crystalline pellet out to a chosen point, where it explodes with concussive force. The explosion deals 2d6 points of damage to every creature hit.

Augment: For every 2 additional power points you spend, this power's damage increases by 1d6 points, and the power's save DC increases by 1.

CHANNEL THE PSYCHIC DRAGON

Psychometabolism
Level: Psion/wilder 1, psychic warrior 1
Display: Auditory
Manifesting Time: 1 swift action
Range: Personal
Target: You
Duration: 1 minute/level (D)
Power Points: 1

In your mind's eye, you picture a dragon made of gemstone. You pour psionic energy into this image, constantly refining its every detail. Then you allow the image to fade from your mind, feeling the energy you poured into it seep into your own body.

Upon manifesting this power, your body gains abilities drawn from the collective subconscious of crystal dragons (*Monster Manual* II 81). You gain a +5 competence bonus on Diplomacy checks and resistance to cold 5.

Augment: If you spend an additional 2 power points, you instead draw upon the powers of sapphire dragons (Monster Manual II 84). Instead of gaining the abilities noted above, you gain a +5 competence bonus on Climb checks and resistance to electricity 10.

If you spend an additional 4 power points, you instead draw upon the abilities of amethyst dragons (*Monster Manual* II 79). Instead of gaining the abilities noted above, you gain a +5 competence bonus on Balance and Escape Artist checks, immunity to magic missile spells, and a +5 bonus on saves against spells and powers with the force descriptor.

If you spend an additional 6 power points, you instead draw upon the abilities of emerald dragons (*Monster Manual* II 82). Instead of gaining the abilities noted above, you gain a +5 competence bonus on Bluff and Sense Motive checks and resistance to sonic 20.

If you spend an additional 8 power points, you instead draw upon the abilities of topaz dragons (*Monster Manual* II 85). Instead of gaining the abilities noted above, you gaina+10 competence bonus on Intimidate and Swim checks and resistance to cold 30. You also gain the ability to breathe water (as if under the effect of a *water breathing* spell).

CRYSTAL BODY

Metacreativity (Creation)
Level: Psion/wilder 5
Display: Auditory
Manifesting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level (D)
Power Points: 13

You visualize your heart pumping Wood through your body, then slowing, then stopping, ami finally turning into a cut diamond. You channel energy into that diamond, feeling a cool shiver as your body turns to clear, hard crystal.

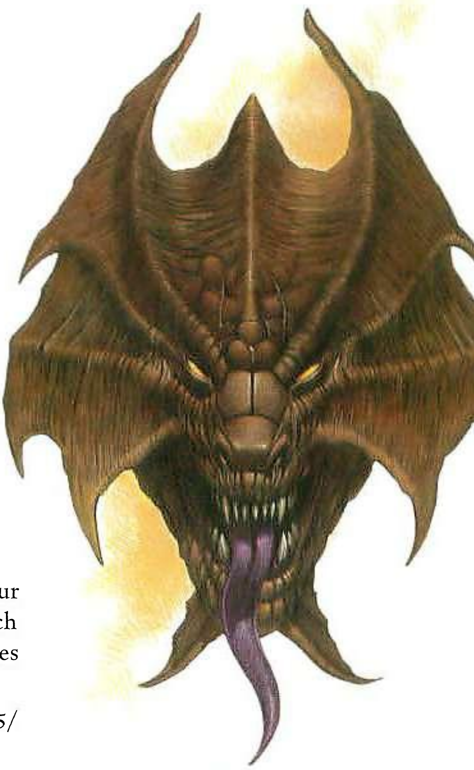
Illus. by W. England

Upon manifesting this power, your body turns into living crystal, which grants you the following resistances and abilities.

- You gain damage reduction 5/adamantine.
- You gain immunity to blindness, critical hits, ability score damage, deafness, disease, drowning, electricity, poison, stunning, sleep and paralysis effects, and all spells or attacks that affect your physiology or respiration (because you have no physiology or respiration while crystal body is in effect).
- You take only half damage from acid, cold and sonic attacks.
- Your unarmed attacks deal slashing damage equal to a short sword sized for you (1d4points for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks.

You also gain the following vulnerabilities and conditions:

- You become vulnerable to all special attacks that affect crystalline creatures.
- You cannot drink (and thus can't use potions) or play wind instruments.
- Your weight increases by a factor of five, causing you to sink in water like a stone. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the duration of *crystal body* expires.



What a brass dragon looks like eye to eye

GEMSTONE BREATH

Psychokinesis
Level: Psion/wilder 4
Display: Auditory
Manifesting Time: 1 swift action
Range: 30 ft. or 60 ft.
Area: Cone-shaped burst or line-shaped burst; see text
Duration: 1 round/level or until expended
Saving Throw: See text
Power Resistance: Yes
Power Points: 7

You channel mental power into your lungs, feeling it swirl and radiate as you transform the air inside you into a powerful psionic force, struggling to durst forth from your lips.

Upon manifesting this power, you gain a breath weapon similar to that of a crystal dragon (*Monster Manual* II 81)—a 30-foot cone of brilliant light that deals 2d6 points of damage and blinds each creature within its area for 1 round. A successful Reflex save halves the damage and negates the blinding effect.

You can use this breath weapon as a standard action, but you can't use it in consecutive rounds. Once you have used the breath weapon a number of times equal to 1/2 your manifester level, the power is expended.

Augment: if you spend an additional 2 power points, you instead gain a breath weapon similar to that of a sapphire dragon (*Monster Manual* II 84), and the save DC increases by 1. This breath weapon takes the form of a 30-foot cone that deals 4d6 points of sonic damage and renders each creature within its area shaken for 1 round. A successful Reflex save halves the damage, and a successful Will save negates the shaken effect.

If you spend an additional 4 power points, you instead gain a breath weapon similar to that of an amethyst dragon (*Monster Manual* II 79), and the save DC increases by 2. This breath weapon takes the form of a 60-foot line that deals 6d6 points of damage. The breath weapon is a force effect. A successful Reflex save halves the damage.

If you spend an additional 6 power points, you instead gain a breath weapon similar to that of an emerald dragon (*Monster Manual* II 82), and the save DC increases by 3. This breath weapon takes the form of a 30-foot cone that deals Sd6 points of sonic damage and deafens each creature within the area for 1 minute. A successful Reflex save halves the damage, and a successful Fortitude save negates the deafness.

If you spend an additional 8 power points, you instead gain a breath weapon similar to that of a topaz dragon (*Monster Manual* II 85), and the save DC increases by 4. This breath weapon takes the form of a 30-foot cone that dehydrates living creatures within the area, dealing 10d6 points of damage. A successful Reflex save halves the damage.

DRAGONFIRE ADEPT BREATH EFFECTS

The breath effects available to dragonfire adepts (see page 24) are described below. Each description starts with the minimum level at which the breath effect can be selected.

ACID BREATH

Minimum Level: 5th

Your breath weapon deals acid damage instead of fire damage.

CLOUD BREATH

Minimum Level: 10th

Your breath weapon takes the form of a 20-foot-radius spread, centered on you. You can choose to apply any one other breath effect that you know to the same breath weapon, as long as it can be applied to a cone-shaped breath weapon. For example, you could create a cloud of cold (with Frost Breath) or sleep (with Sleep Breath), but not a cloud of lightning or force.

DISCORPORATING BREATH OF BAHAMUT

Minimum Level: 15th

Your breath weapon loses its normal energy type and becomes a blue-white line of pure energy. This breath effect doubles the number of dice of damage normally dealt by your breath weapon (for example, from 7d6 to 14d6). In addition, any creature that is reduced to 0 or fewer hit points by the breath weapon is disintegrated (as the *disintegrate* spell). A successful Fortitude save halves the damage dealt. Unlike disintegrate, this breath effect has no effect on objects, even those made of force.

When you use Discorporating Breath of Bahamut, you also take a number of points of damage equal to twice your class level, which can't be lessened by damage reduction or any similar benefit. A non-good dragonfire adept instead takes damage equal to four times her class level.

You can apply this breath effect only to a line-shaped breath weapon. You must have a non-evil alignment to learn or use this invocation.

ENDURING BREATH

Minimum Level: 10th

Your breath weapon deals damage over 2 consecutive rounds. When you use Enduring Breath, the target takes the normal amount of damage from your breath weapon. In the next round, the same target takes half that amount of damage. For example, a creature that takes 22 points of damage from your breath weapon's initial use takes 11 more points of damage in the next round. A creature that takes no damage from the initial use (whether because of evasion, resistance, immunity, or any other reason) also takes no damage in the next round. No save is allowed against this damage.

FIVEFOLD BREATH OF TIAMAT

Minimum Level: 15th

As a full-round action, you create five different breath weapons simultaneously: a cone of acid, a cone of cold, a cone of fire, a line of acid, and a line of electricity. Each breath weapon deals damage equal to your normal breath weapon damage, and each one allows a Reflex save to halve the damage dealt.

When you use this breath effect, you also take a number of points of damage equal to twice your class level, which can't be lessened by damage reduction or any similar benefit. A non-evil dragonfire adept instead takes damage equal to four times her class level. In addition, you can't use any breath weapon in the round following the one in which you apply this breath effect.

You must have a non-good alignment to learn or use this invocation.

FORCE BREATH

Minimum Level: 15th

Your breath weapon becomes a force effect. Its damage has no energy type, but it affects incorporeal creatures normally. You can apply this breath effect only to a line-shaped breath weapon.

FROST BREATH

Minimum Level: 2nd

Your breath weapon deals cold damage instead of fire damage. You can apply this breath effect only to a cone-shaped breath weapon.

LIGHTNING BREATH

Minimum Level: 2nd

Your breath weapon deals electricity damage instead of fire damage. You can apply this breath effect only to a line-shaped breath weapon.

PARALYZING BREATH

Minimum Level: 15th

Rather than dealing damage, your breath weapon paralyzes all creatures in its area for 1 round. A successful Fortitude save negates this effect.

You can apply this breath effect only to a cone-shaped breath weapon.

SHAPED BREATH

Minimum Level: 5th

You can choose to leave up to 4 squares within the area of your breath weapon unaffected by the breath weapon. Effectively, you create one or more small "safe zones" within the area of your breath weapon (typically to prevent it from affecting allies). These unaffected squares need not be adjacent to one another.

You can choose to apply any one other breath effect that you know to the same breath weapon.

SICKENING BREATH

Minimum Level: 2nd

Rather than dealing damage, your breath weapon sickens all creatures in its area for 2 rounds. A successful Fortitude save reduces the duration to 1 round.

You can apply this breath effect only to a cone-shaped breath weapon.

SLEEP BREATH

Minimum Level: 10th

Rather than dealing damage, your breath weapon puts all living creatures in its area to sleep for 1 round. Any creature that makes a successful Will save is instead exhausted for 1 round. Any creature whose Hit Dice exceeds your class level is unaffected by this breath weapon.

You can apply this breath effect only to a cone-shaped breath weapon.

SLOW BREATH

Minimum Level: 5th

Rather than dealing damage, your breath weapon slows all creatures in its area for 2 rounds. A successful Fortitude save reduces the duration to 1 round. A slowed creature can take a single move action or standard action each turn, but not both (nor can it take full-round actions). Additionally, it takes a –1 penalty to its Armor Class and on its attack rolls and Reflex saves. A slowed creature moves at half its normal speed (round down to the next 5-foot increment), which affects the creature's jumping distance as normal for decreased speed.

Multiple uses of this breath effect on the same creature don't stack; use only the longer duration. Slow Breath suppresses any *haste* effect on creatures in its area for the duration of the slow effect.

You can apply this breath effect only to a cone-shaped breath weapon.

THUNDER BREATH

Minimum Level: 10th

Your breath weapon deals sonic damage instead of fire damage. A successful Fortitude save halves the damage. You can apply this breath effect only to a cone-shaped breath weapon.

WEAKENING BREATH

Minimum Level: 5th

Rather than dealing damage, your breath weapon imposes a –6 penalty to the Strength scores of all creatures in the area for 4 rounds. A successful Fortitude save reduces the duration to 2 rounds.

You can apply this breath effect only to a cone-shaped breath weapon.

DRACONIC INVOCATIONS

The invocations available to dragonfire adepts (see page 24) are described in this section. The format for invocation descriptions is given below, followed by the lists of invocations available to dragonfire adepts.

Name: The first line of every invocation description is a header that gives the name by which the invocation is generally known.

Grade: The second line gives the grade of the invocation. Dragonfire adepts can choose invocations from four grades, depending on their class level: least, lesser, greater, and dark. Table 2–1: The Dragonfire Adept (page 25) shows when they gain access to each grade.

Level Equivalent: On the same line as the grade is a spell level equivalent, which affects the Difficulty Class of the saving throw to resist the invocation, Concentration checks made in concert with the invocation, and interactions with other spells and abilities, such as a globe of *invulnerability*.

Descriptive Text: The function and effect of the invocation is given in one or more paragraphs of descriptive text following all the particulars mentioned above.

LEAST INVOCATIONS

Aquatic Adaptation: Breathe and use breath weapon underwater; gain swim speed.
Beguiling Influence: Gain bonus on Bluff, Diplomacy, and Intimidate checks.
Breath of the Night: Create a *fog cloud* as the spell.
Darkness: Create *darkness* as the spell.
Deafening Roar: Cone of sound deafens creatures.
Draconic Knowledge: Gain bonus on Knowledge and Spellcraft checks.
Endure Exposure: Use *endure elements* as the spell; target gains immunity to your breath weapon.
Magic Insight: Detect magical auras; identify magic items.
Scalding Gust: Use *gust of wind* as the spell; any creature in area takes fire damage equal to your level.
See the Unseen: Gain darkvision; gain *see invisibility* as the spell.

LESSER INVOCATIONS

Charm: Cause a single creature to regard you as a friend.
Draconic Flight: Sprout wings and fly at good maneuverability; fly longer overland.
Energy Resistance: Gain resistance 10 to acid, cold, electricity, fire, or sonic damage.
Enthralling Voice: Make nearby creatures *fascinated*.
Frightful Presence: Make nearby creatures shaken.

Humanoid Shape: Take the form of any humanoid creature.

Voidsense: Gain blindsense out to 30 feet.

Voracious Dispelling: Use dispel magic as the spell, dealing damage to creatures whose effects are dispelled.

Walk Unseen: Use invisibility (self only) as the spell.

GREATER INVOCATIONS

Aura of Flame: Aura deals fire damage to creatures that strike you.

Baleful Geas: A single creature becomes your servant, but slowly sickens and dies.

Chilling Fog: Create *solid fog* that deals cold damage.

Devour Magic: Use targeted greater dispel magic with a touch and gain temporary hit points based on the level of spells successfully dispelled.

Draconic Toughness: Gain temporary hit points equal to your level.

Terrifying Roar: Use *fear* as the spell; creatures shaken by effect can't attack you.

Wingstorm: Create powerful gusts of wind with your invocation-granted wings.

DARK INVOCATIONS

Draconic Flight, Greater: Sprout wings and fly at perfect maneuverability; gain overland speed.

Energy Immunity: Gain immunity to acid, cold, electricity, fire, or sonic damage.

Instill Vulnerability: Make target creature vulnerable to chosen energy type.

Perilous Veil: Use *veil* as the spell: anyone succeeding on Will save to negate the illusion takes damage.

INVOCATION DESCRIPTIONS

The invocations described below are presented in alphabetical order.

AQUATIC ADAPTION

Least; 2nd

When you use this invocation, you gain the ability to breathe underwater. You also gain a swim speed equal to your base land speed. Your breath weapon functions normally underwater regardless of its effect. The invocation's effect lasts 24 hours.

AURA OF FLAME

Greater; 6th

You become wreathed in an aura of orange fire, which gives off light equivalent to a torch. Any creature striking you with a natural weapon or a nonreach melee weapon takes a number of points of fire damage equal to your caster level. If the attacker has spell resistance, it applies to this effect.

BALEFUL GEAS

Greater; 6th

You place a magical command on a living creature to carry out a service or to refrain from an action or course of activity, as you desire. The creature's Hit Dice must be no more than your class level. Twenty-four hours after the target becomes affected by this invocation, it takes 1d4 points of Strength damage; this damage repeats every 24 hours thereafter. If the target's Strength is reduced to 0, the invocation immediately ends. Creatures immune to Strength damage instead take 2d4 points of damage every 24 hours.

This invocation otherwise functions as the *geas/quest* spell (PH 234).

BEGUILING INFLUENCE

Least; 2nd

You can invoke this ability to beguile and bewitch your foes. You gain a +6 bonus on Bluff, Diplomacy, and Intimidate checks for 24 hours.

BREATH OF THE NIGHT

Least; 1st

A misty cloud of fog spreads in a 20-foot radius around you, as the spell *fog cloud* (PH 232). The fog does not block line of sight, but all creatures in the fog have concealment. A moderate wind or any fire larger than a torch immediately disperses the fog. Otherwise, the fog disperses on its own after 1 minute.

CHARM

Lesser; 4th

You can beguile a creature within 60 feet. The creature must succeed on a Will save or instantly regard you as its comrade. This is a language-dependent ability. Other than these differences, this ability works as the charm monster spell (PH 209). You can never have more than one target *charmed* at a time with this ability. If a second creature is *charmed*, you lose your hold on the first creature.

CHILLING FOG

Greater; 6th

You create a cold magical fog, as the *solid fog* spell (PH 281). Each creature within the area takes 2d6 points of cold damage at the start of its turn. You can have only one *chilling fog* in place at a time; creating a second *chilling fog* automatically dismisses any *chilling fog* you previously created.

DARKNESS

Least; 2nd

You can create magical darkness, as the *darkness* spell (PH 216).

DEAFENING ROAR

Least; 2nd

You utter a loud roar that fills a 30-foot cone. All creatures within this area that fail a Fortitude save become deafened for 1 hour.

DEVOUR MAGIC

Greater; 6th

You can deliver a targeted *greater dispel* magic (PH 223) with your touch, gaining 5 temporary hit points for each spell level dispelled. For example, if you successfully dispel a *wall of* ice, you gain 20 temporary hit points. These temporary hit points fade after 1 minute and do not stack with other temporary hit points. If you devour a new spell, you can replace the old temporary hit points with the hit points gained from the more recent spell, thus resetting the duration. You cannot devour your own invocations.

DRACONIC FLIGHT

Lesser; 3rd

When you use this invocation, you sprout spectral wings resembling those of a dragon. You can fly at a speed equal to your land speed with good maneuverability for 24 hours.

Your wings allow you to cover overland distances with great endurance; you gain a +4 bonus on Constitution checks made to avoid nonlethal damage from a forced march.

DRACONIC FLIGHT, GREATER

Dark; 7th

As draconic flight, except that your fly speed is 30 feet faster than your land speed, and your maneuverability is perfect.

DRACONIC KNOWLEDGE

Least; 2nd

This invocation gives you access to the great ancestral memories of dragonkind. You gain a +6 bonus on Knowledge and Spellcraft checks for a period of 24 hours, and such checks are treated as though you are trained even if you have no ranks in the skill.

DRACONIC TOUGHNESS

Greater; 5th

You gain temporary hit points equal to your caster level. These hit points last for 24 hours or until you use the invocation again (in which case any remaining temporary hit points are replaced by the new value).

ENDURE EXPOSURE

Least; 3rd

With a touch, you grant a creature (or yourself) the ability to withstand hot or cold environments as if affected by the endure elements spell (PH 226). In addition, the target is immune to any effects of your breath weapon. This invocation's effect lasts for 24 hours.

ENERGY IMMUNITY

Dark; 8th

You gain immunity to acid, cold, electricity, fire, or sonic damage for 24 hours. Choose the energy type when you use the invocation. If you use this invocation again while the first duration is still active, the new immunity replaces the old one.

ENERGY RESISTANCE

Lesser; 3rd

You gain resistance 10 to acid, cold, electricity, fire, or sonic damage for 24 hours. Choose the energy type when you use the invocation, if you use this invocation again while the first duration is still active, the new resistance replaces the old one.

ENTHRALLING VOICE

Lesser; 6th

Your speech causes all enemies within a 40-foot radius of you who fail a Will save to become *fascinated*. To be affected, targets must have Hit Dice equal to or less than your caster level and must be able to hear you, but you need not share a common language. Affected targets remain *fascinated* for as long as you continue to speak and concentrate on the effect (up to a maximum of 1 round per level), plus 5 rounds thereafter.

Even after the effect ends, any creature that failed its Will save regards you in a better light than it did previously. Its attitude to you is adjusted one step toward friendly (see Influencing NPC Attitudes, PH 72) for the next 24 hours. Multiple uses of this invocation do not further adjust the attitude.

This is a mind-affecting effect.

FRIGHTFUL PRESENCE

Lesser; 3rd

In any round in which you attack or use your breath weapon, you can use this invocation as a swift action. Any enemies within 30 feet of you who fail a Will save become shaken for 10 minutes. This is a mind-affecting fear effect. Dragons and other creatures immune to the frightful presence of dragons are likewise immune to this invocation.

HUMANOID SHAPE

Lesser; 3rd

You can assume any humanoid form, as the change shape special ability (MM 306). You can remain in the form for up to 24 hours or until you take a standard action to assume a new form or return to your natural form.

INSTILL VULNERABILITY

Dark; 7th

You imbue a single creature within 30 feet with vulnerability to a particular type of energy (acid, cold, electricity, fire, or sonic). A successful Fortitude save negates the effect; creatures that have immunity to the chosen energy type automatically succeed on the saving throw to resist this effect.

The vulnerability lasts for 24 hours or until you use the invocation on the creature a second time, in which case the first effect ends and the new vulnerability and duration take effect.

MAGIC INSIGHT

Least: 2nd

You can use detect *magic* as the spell (PH 219). While the invocation is active, you can end the effect as a full-round action to determine all properties of a single touched item (as the identify spell, PH 243, but with no components required).

PERILOUS VEIL

Dark; 7th

You instantly change the appearance of one or more subjects, as the veil spell (PH 298). Any creature that succeeds on a Will save to disbelieve (and thus see through) the glamer takes 5d6 points of damage. Spell resistance applies against this secondary effect.

SCALDING GUST

Least; 2nd

You create a strong blast of wind (as the *gust of wind* spell, PH 23S, except that the duration is instantaneous). Any creature within the effect takes 1 point of fire damage per caster level, regardless of whether it succeeds on the Fortitude save to avoid the gust.

SEE THE UNSEEN

Least; 2nd

You grant yourself great powers of vision, allowing you to see invisible creatures and objects, as the see invisibility spell (PH 275). You also gain darkvision out to 60 feet for 24 hours.

TERRIFYING ROAR

Greater; 5th

You utter a powerful roar that fills a 30-foot cone. All creatures within the area whose Hit Dice are equal to or less than your caster level become panicked for 1 round. Any creature that succeeds on a Will save is shaken for 1 round instead, during which time it cannot make a melee or ranged attack against you, nor target you with a spell or other effect.

This is a mind-affecting fear effect.

VOIDSENSE

Lesser; 4th

You sharpen your hearing and sight, gaining blindsense out to 30 feet for 24 hours.

VORACIOUS DISPELLING

Lesser; 4th

You can use dispel magic as the spell (PH 223). Any creature with an active spell effect dispelled by this invocation takes 1 point of damage per level of the spell effect (no save).

WALK UNSEEN

Lesser; 2nd

You gain the ability to fade from view. You can use invisibility (self only) as the spell (PH 245), except that the duration is 24 hours.

WINGSTORM

Greater; 5th

You must have either *draconic flight* or *greater draconic flight* active in order to use this invocation.

Your spectral wings create a storm of winds around you, pushing away and knocking down nearby creatures. All creatures within 20 feet of you are pushed away until they are at least 25 feet away and then knocked prone. A successful Fortitude save negates the effect; creatures more than one size category larger than you are immune. If an affected creature encounters an obstacle (such as a wall or another creature), both it and the obstacle each take 2d6 points of damage (as if they had fallen 20 feet).

WARLOCK INVOCATIONS

Because the powers of warlocks (see *Complete Arcane*) are tied to their dark nature, they're usually incompatible with draconic magic. However, warlocks living in a world where dragons are more active learn to tune their powers toward the destruction of such foes. These new invocations are intended for use by warlocks who expect to face dragons (or similarly formidable spellcasting opponents) in combat.

DETERIORATING BLAST

Lesser; 4th; Eldritch Essence

This eldritch essence invocation allows you to change your eldritch blast into a *deteriorating blast*. Any creature struck by a *deteriorating blast* must succeed on a Fortitude save or have its damage reduction lowered by 5 for 1 minute. If the target has more than one type of damage reduction, this effect applies to all of them. Multiple uses of this essence don't stack; instead, the new duration replaces the old one.

DRAGONWARD

Greater; 6th

Using this invocation makes you resistant to the attacks and special abilities of dragons for 24 hours. You gain the following benefits, which apply against any creature of the dragon type or the dragonblood subtype (see page 4):

- Immunity to frightful presence.
- Damage reduction 5/— against natural weapons (this stacks with similar damage reduction you might already have, such as from barbarian levels).
- Resistance 20 against any acid, cold, electricity, fire, or sonic damage dealt by a breath weapon.

DREAD SEIZURE

Lesser; 4th

You speak a word that sends wracking pain through the limbs of a single target creature within 60 feet. Though these seizures are not powerful enough to immobilize the creature, they do reduce all of its speeds by 1/2 (round fractions up to the nearest 5-foot increment). The target also takes a —5 penalty on attacks made against creatures more than 5 feet away from it (or against creatures outside its own space, for creatures with a natural reach of 0 feet). This effect lasts for 3 rounds; a successful Fortitude save negates the effect.

ELDRITCH GLAIVE

Least; 2nd; Blast Shape

Your eldritch blast takes on physical substance, appearing similar to a glaive. As a full-round action, you can make a single melee touch attack as it wielding a reach weapon. If you hit, your target is affected as if struck by your eldritch blast (including any eldritch essence applied to the blast). Unlike *hideous blow* (*Complete Arcane* 134), you cannot combine your *eldritch glaive* with damage from a held weapon.

Furthermore, until the start of your next turn, you also threaten nearby squares as if wielding a reach weapon, and you can make attacks of opportunity with your *eldritch glaive*. These are melee touch attacks.

If your base attack bonus is +6 or higher, you can (as part of the full-round action) make as many attacks with your eldritch glaive as your base attack bonus allows. For example, a 12th-level warlock could attack twice, once with a base attack bonus of+6, and again with a base attack bonus of +1.

ELDRITCH LINE

Greater; 5th; Blast Shape

This blast shape invocation allows you to invoke your *eldritch blast* as a 60-foot line. An eldritch *line* deals the normal *eldritch blast* damage to all targets within the area. This is not a ray attack, so it requires no ranged touch attack. Any creature in the line can attempt a Reflex save for hall damage.

IGNORE THE PYRE

Lesser; 4th

When you use this invocation, you gain remarkable resilience to any one. energy type (acid, cold, electricity, fire, or sonic). For 24 hours, you gain resistance equal to your invocation caster level against the energy type of your choice. If you use this invocation a second time before the duration of the first expires, the new resistance and duration replace the old one.

IMPENETRABLE BARRIER

Dark; 7th

You can conjure a *wall of force* as the spell (PH 298) with this invocation. The wall is black and blocks sight of all kind. You can only have one *impenetrable barrier* in effect at a time, if you use the invocation a second time before the duration of the first expires, the previous wall disappears. If your barrier is destroyed (such as by a rod *of cancellation*, a *sphere of* annihilation, a *disintegrate* spell, or a *Mordenkainen's disjunction* spell), you take 1d10 points of damage.

PENETRATING BLAST

Greater; 6th; Eldritch Essence

This eldritch essence invocation allows you to change your *eldritch blast* into a *penetrating blast*. A penetrating blast gains a +4 bonus on caster level checks made to penetrate a target's spell resistance. A creature affected by a penetrating blast must succeed on a Will save or have its spell resistance lowered by 5 for 1 minute. Multiple uses of this essence don't stack; instead, the new duration replaces the old one.

WEIGHTY UTTERANCE

Lesser; 4th

You speak a word of the Dark Speech (*Book of Vile Darkness* 47), causing one flying creature to be forced downward suddenly. You can affect a single target creature within 60 feet. The target must make a Will save or fall 5 feet per caster level. A creature that is forced to the ground as a result of this invocation takes 1d6 points of damage per 10 feet traveled and cannot fly again for 1 round.

DRACONIC SOULMELDS

The soul energy of dragonkind burns more brightly than in perhaps any other kind of creature. Historically, even the most skilled meldshapers (see *Magic of Incarnum*) have found themselves incapable of channeling pure draconic soul energy. A rare few characters, though, tap into their own draconic heritage to shape incarnum composed entirely of the souls of dragonkind.

These new draconic soulmelds are intended for use by meldshapers who seek to access the powers of dragons or expect to face draconic enemies. They follow the normal format and rules for soulmelds, with one exception: Only characters of the dragonblood subtype can shape a soulmeld with the draconic descriptor. The source of the meldshaper's draconic blood—whether his race, a template, a class feature, or a feat—doesn't matter. Draconic incarnum cares only that the meldshaper shares some small bit of definable heritage with the dragons of old.

CLAWS OF THE WYRM

Descriptors: Draconic
Classes: Soulborn, totemist
Chakra: Arms, hands (totem)
Saving Throw: None

A pair of dragonlike units, wreathed in blue fire, hover above your own arms and mimic your actions. The arms have long, sharp talons of cerulean light.

This soulmeld draws on the most basic of draconic attack forms, granting you claws that deal damage of 1d6 points if you are Medium. 1d4 if you are Small, or 1d8 if you are Large, plus your Strength modifier. You can attack with one claw as a standard action or with both claws as a full-round action (using your full base attack bonus). If you already have claw attacks, use either your normal claw damage or the damage given for this soulmeld, whichever is higher.

Essentia: For every point of essentia invested in your *claws of* the wyrm, you gain a +1 enhancement bonus on attack rolls and damage rolls made with the claws.

Chakra Bind (Arms)

The dragon arms settle onto your forearms, though the claws remain loose from your hands. The fire of the arms is reduced, but they glow with a dull inner light.

The threat range of your *claws of the wyrm* doubles (to 19-20). This benefit does not stack with any other effect that improves the threat range of your claw attacks.

Chakra Bind (Hands)

The dragon claws bind to your hands, lengthening and growing serrated spines.

The damage dealt by your claws of the wyrm improves by one step (from 1d6 to 1d8, if you are Medium), if you already have claw attacks, use either your normal claw damage or the damage given for this bind, whichever is higher.

Chakra Bind (Totem)

The dragon arms become more fleshlike and animated, growing up toward your back and linking with your shoulder blades. Hard, bright scales spread over your shoulders, upper chest, and upper arms.

You gain a climb speed equal to 1/2 your base land speed (rounded up to the nearest 5-foot increment).

DRAGON MANTLE

Descriptors: Draconic
Classes: Soulborn, totemist
Chakra: Heart, shoulders (totem)
Saving Throw: None

Incarnum forms heavy plates of armor that resemble blue dragonhide. The plates hover above your back and shoulders, having an almost winglike appearance.

You draw on the incarnum of the mightiest dragons to increase your resilience. You gain a +2 enhancement bonus on Fortitude saves.

Essentia: You gain resistance to acid, electricity, fire, and cold equal to 3 × the number of points of essentia invested in this soulmeld. If you already have resistance to any of these energy types from another source, it stacks with the resistance granted by this chakra bind.

Chakra Bind (Heart)

The blue dragonhide plate *armor (fuses with your torso,* invigorating your entire body with *draconic* energy.

You gain fast healing equal to the number of points of essentia invested in this soulmeld. This fast healing functions only when you are at or below half your full normal hit points.

Chakra Bind (Shoulders)

The blue *dragonhide plate armor fits tightly to your shoulders and runs down your back and across your upper arms.*

You gain damage reduction X/magic, where X equals the number of points of essentia you have invested in your dragon mantle.

As long as at least 1 point of essentia is invested in this soulmeld, your natural attacks overcome damage reduction as if they were magic weapons.

Chakra Bind (Totem)

Long, draconic wings sprout from the shoulders of your blue dragonhide plate armor.

You can extend wings from this soulmeld to gain the ability to fly a short distance (poor maneuverability) as a move action. You can fly up to 10 feet for each point of essentia you have invested in your dragon mantle, though you must begin and end each such move on a solid surface or you fall.

DRAGON TAIL

Descriptors: Draconic
Classes: Incarnate, totemist
Chakra: Feet, waist (totem)
Saving Throw: See text

Incarnum forms a row of dragon vertebrae floating inches from your own spine. Ribs grow from the vertebrae, creating a cloak that conceals your back. The cloak continues to grow behind you, extending into a long dragon tail.

You form a draconic tail that can strike foes, dealing 1d8 points of bludgeoning damage + your Strength modifier. You can make one attack per round with the tail as a standard action. The tail does not threaten a space, cannot be used to make attacks of opportunity, and cannot be used if you are grappled.

Essentia: For every point of essentia invested in your *dragon tail*, the tail's attack gains a +1 enhancement bonus on attack rolls and damage rolls.

Chakra Bind (Feet)

The tail of this soulmeld grows broad and thick.

The dragon foil provides you with a measure of stability. You gain a +2 competence bonus on Balance and Swim checks. For each point of essentia invested in your dragon *tail*, the bonus improves by 2.

Chakra Bind (Waist)

The vertebrae fuse to your back, the ribs blending into your own. The tail becomes lively and animate, constantly twitching from side to side.

The dragon (nil has reach as if it were a reach weapon sized for you, though it still can't be used to make attacks of opportunity. Its damage dealt increases to 2d6 points + 1–1/2 × your Strength bonus.

Chakra Bind (Totem)

The tail takes on the appearance of flesh and bone and becomes more agile and animated

As a standard action, you can make a tail sweep. All creatures adjacent to you automatically take damage as if they had been struck by your dragon tail (Reflex half).

DRAGONFIRE MASK

Descriptors: Draconic, Fire
Classes: Totemist
Chakra: Brow, throat (totem)
Saving Throw: See text

Incarnum forms a dragon head of dull blue fire that wreaths your head and floats above your shoulders. It stares straight ahead, its expression unchanging. The eyes and mouth of the dragon head are full of brighter, flickering fire that shoots out light.

Dragons are renowned for their amazing visual acuity and unsettling presence, but even more so for their devastating breath weapons. This soulmeld combines all three aspects into a single potent mask. Totemists revel in the normal benefits they receive from this soulmeld and the effect its appearance can have on the meek and fearful.

You gain low-light vision while this soulmeld is shaped, if you already have low-light vision, you gain no additional benefit.

Essentia: For every point of essentia invested in your *dragonfire mask*, you gain a +2 competence bonus on Spot checks.

Chakra Bind (Brow)

Your own eyes flicker with the same flames that burn within your dragon head.

You gain darkvision out to 60 feet (or your existing darkvision extends another 30 feet).

Chakra Bind (Throat)

A seething ring of fire encircles your neck, and wisps of smoke occasionally burst from the dragon head.

You gain the ability to emit a fiery breath weapon as a standard action. The breath weapon is a 30-foot cone that deals 2d6 points of lire damage + an extra 1d6 points of fire damage for every point of essentia invested in your *dragonfire mask*. Targets are allowed a Reflex save for half damage. After using your breath weapon, you must wait 1d4 rounds before you can use it again.

Chakra Bind (Totem)

The dragon head becomes a solid blue mask, forming a hollow shape that completely encloses your head at a distance. Fire still trails from its eyes and open mouth.

You can emanate an aura of frightful presence once per round as a swift action. All creatures within 10 feet with fewer Hit Dice than you become shaken for 1 round. A successful Will save negates the effect and renders the creature immune to the frightful presence of this soulmeld for 24 hours. For every point of essentia you have invested in your dragonfire mask, the radius of the frightful presence increases by 10 feet, and its duration increases by 1 round.

ELDER SPIRIT

Descriptors: Draconic
Classes: Incarnate
Chakra: Crown, soul
Saving Throw: None

A serpentine dragon of blue fire coils in the air above your head, twisting and undulating in response to your own movements.

Any dragonblooded creature has a link, however tenuous, to the spirit of a full-blooded dragon ancestor. This soulmeld calls on that ancient link to bring forth a wisp of the dragon's soul. You gain a +4 insight bonus on Knowledge (arcana), Knowledge (history), and Use Magic Device checks, and you can make these checks untrained.

Essentia: Every point of essentia you have invested in your *elder spirit* increases the insight bonus by 2.

Chakra Bind (Crown)

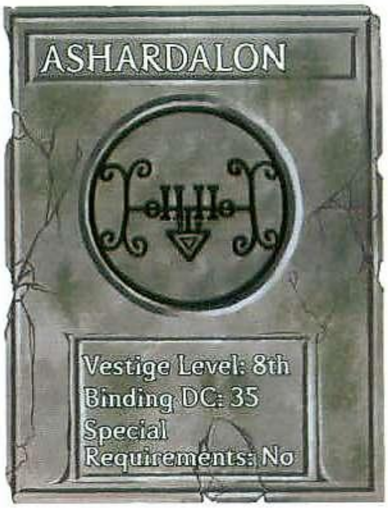
The dragon roils around your forehead, its facial expression matching your own.

You are immune to frightful presence, sleep, and paralysis effects as if you were a dragon. You gain a +4 insight bonus on Intimidate checks; each point of essentia invested in your *elder spirit* increases this bonus by 2.

Chakra Bind (Soul)

The dragon becomes a symbol on a heraldic device of blue fire that settles onto your chest.

You gain blindsense out to 5 feet per point of essentia invested in your *elder spirit*.



The sign of Ashardalon

NEW VESTIGE

This new vestige is intended for use by binders (see *Tome of Magic*) who seek to access the powers of dragons through their special pacts. For rules on binding the vestige of Ashardalon, consult the pact magic rules presented in *Tome of Magic*.

ASHARDALON, PYRE OF THE UNBORN

A seeker of pure power and wealth, the fiendish red dragon Ashardalon was among the toughest creatures of his era. Having escaped death more than once, he grants binders some of his powers as a dragon and fiend, as well as a portion of his great resilience.

Legend: Ashardalon was a red dragon of unusual greed and power. He sought to control a vast stretch of land, and ravaged it in cruel hunts for food, sport, and power. So great was Ashardalon's power that many cults grew to revere him as a deity and followed him into what they believed were holy wars. In time, however, an alliance of rangers and elves managed to defeat Ashardalon's armies. Shortly thereafter, the dragon faced a powerful druid who had risen to defend the land, and was nearly slain.

As a near god, however, Ashardalon was a force to be reckoned with, even in defeat. He hid on the Outer Planes for millennia and, through complex machinations, managed to replace his heart with that of a balor, becoming a creature of even greater supernatural evil. Renewed, the dragon made an assault on the Bastion of Souls in an effort to destroy all living creatures. There, Ashardalon faced a distant descendant of the druid who had vanquished him once before and was truly killed.

Still, his death at the birthplace of all souls (combined with his nearly deific status) allowed him to resist a permanent resting place. His essence lacked the power to become a true immortal, leaving him only the nebulous existence of a vestige.

Manifestation: Ashardalon tears open the ground with his long black talons and hauls his massive body up from a flaming pit. The red dragon is wreathed in flames and has a burning hole where his heart should be. He bellows in anger before turning to the binder and demanding to know why he has been disturbed.

Sign: A patch of skin over your heart is marked by a deep-hued crimson sigil of a curled red dragon.

Influence: You greatly hunger for vengeance against those who harm or slight you. Ashardalon requires you to accept any opportunity to strike a foe who damages or insults you in preference over any other target.

Granted Abilities: Ashardalon grants you some of the vast power he collected during his life as a dragon and a fiendish creature.

Ashardalon's Creed: You gain a bonus on Appraise checks and Search checks equal to your binder level. You can also locate objects near you, as the spell *locate object* (PH 249).

Ashardalon's Presence: You can strike fear into the hearts of your foes. This acts as the *fear spell* (PH 229), except creatures immune to a dragon's fearful presence are immune to this effect as well. Once you have used this ability, you cannot use it again for 5 rounds. When you use this ability, the aspect's sign shows through any armor or clothing you wear for 1 round, burning like a fiery brand (though it doesn't actually deal damage of start a fire).

Ashardalon's Vigor: Ashardalon grants you some of the vast resilience he enjoyed in life. When you bind this vestige, you gain temporary hit points equal to twice your binder level. These temporary hit points last for up to 24 hours.

Fiend's Heart: You share some of the defensive benefits of the balor once bound to Ashardalon's body. This effect grants you damage reduction 10/cold iron and resistance to fire 30.

Illus. by B. Hagan

DRACONIC AURAS

Mortals have learned to express the innate magical power of dragons in many ways, including through the use of draconic auras. Dragon shamans (see *Player's Handbook* II) are the greatest wielders of draconic auras, but other characters can also learn to harness this power.

Draconic auras typically resemble some of the innate abilities possessed by dragons, from great presence to keen senses to energy resistance. The bonus of a draconic aura, which describes the potency of its effect, starts at +1 and can increase as you attain higher class levels.

Projecting a draconic aura is a swift action, and you can only project one draconic aura at a time. An aura remains in effect until you use a free action to dismiss it or you activate another aura in its place. You can have a draconic aura active continually; thus, an aura can be in effect at the start of an encounter before you take your first turn.

Unless otherwise noted, your draconic aura affects all allies within 30 feet (including yourself with line of effect to you. Your aura is dismissed if you become unconscious or slain, but otherwise it remains in effect even if you are incapable of acting.

Hand to claw: a gesture of alliance between a human and a dragon

Illus. by E. Deschamps

GAINING AURAS

For most characters, a draconic aura is learned by selecting the Draconic Aura feat (see page 16). This feat grants a character access to a single aura with a bonus of+1. Members of certain classes and some creatures, however, can gain the ability to project a draconic aura from different sources.

Dragon Lord

Characters who take this prestige class (see page 38) gain a draconic aura at 1st level and additional auras at 4th, 7th, and 10th level. At 5th level, the bonus granted by both of a dragon lord's auras increases to +2. At 9th level, the bonus granted by all three of a dragon lord's auras increases to +3. The aura gained at 10th level grants a +3 bonus, just as the other three auras gained earlier.

Dragon Shaman

The dragon shaman class in *Player's Handbook* II introduced the concept of the draconic aura. A dragon shaman can learn any of the auras presented here in place of the ones in *Player's Handbook* II, but he can't take the same aura more than once. The shaman still must abide by the limit of draconic auras known (three at 1st level, with one additional aura gained at every odd-numbered level, to a maximum of seven at 9th level). The bonus granted by a draconic aura equals the bonus normally granted by the character's draconic aura (+1 at 1st level, +2 at 5th level, +3 at 10th level, +4 at 15th level, and +5 at 20th level), and otherwise follows all the normal rules for that class's draconic auras.

Marshal

The marshal (a class presented in *Miniatures Handbook*) can learn any of the draconic auras presented here in place of a major aura. The bonus granted by a draconic aura equals the bonus normally granted by the marshal's major aura (+1 at 2nd level, +2 at 7th level, +3 at 14th level, and +4 at 20th level), and otherwise follows all the normal rules for the marshal's auras (including range, eligible targets, and when it ceases functioning). It is also considered a draconic aura for all effects that apply to such auras, such as the Double Draconic Aura feat (see page 16).

Dragons

A true dragon capable of casting sorcerer spells can select any draconic aura described below in place of a known sorcerer spell and spell slot of 2nd level or higher. Once a dragon makes this choice, the known spell and spell slot is forsaken forever (unless it is later replaced; see below). Regardless of the number of spells or powers known by a dragon, it can't have more draconic auras than 1/2 its caster level or manifester level. The bonus granted by a draconic aura equals 1/2 the level of the spell forsaken when the aura is gained. If a dragon later gains access to a higher-level sorcerer spell, it can lose a known spell and spell slot from that level instead of the lower level. It immediately gains a known spell and spell slot of the previous level, and the bonus granted by its draconic aura improves accordingly.

For example, a mature adult black dragon loses a known 2nd-level sorcerer spell and a 2nd-level sorcerer spell slot, and in exchange it gains a draconic aura with a bonus of +1. Later, when the dragon reaches the very old age category, it decides to boost its aura. It then loses a known 4th-level sorcerer spell and a 4th-level sorcerer spell slot, improving its draconic aura bonus to +2. At the same time, if gains a known 2nd-level sorcerer spell and a 2nd-level sorcerer spell slot.

A dragon capable of manifesting psionic powers can instead choose to give up a known power and power points equal to twice the power's level, minus 1. Otherwise, this functions identically to a dragon giving up a sorcerer spell and spell slot.

AURA EFFECTS

Each aura grants a bonus to a particular statistic or group of statistics, as noted below, Benefits from multiple draconic auras overlap, rather than stacking.

Energy: This aura grants you a bonus on the save DC for your acid, cold, electricity, or fire effects; choose one type when you gain the aura. (A dragon shaman must choose the energy type associated with his totem dragon; see page 13 of *Player's Handbook* II). The bonus applies to spells, powers, spell-like abilities, supernatural abilities, or any other ability that either has the appropriate descriptor or deals damage of the chosen type.

Insight: This aura grants you a bonus on Decipher Script, Knowledge, and Spellcraft checks.

Power: This aura grants you a bonus on caster level checks made to overcome spell resistance (and manifester level checks made to overcome power resistance).

Presence: This aura grants you a bonus on Bluff, Diplomacy, and Intimidate checks.

Resistance: This aura grants you resistance to acid, cold, electricity, or fire (choose one when you gain the aura) equal to 5 × your bonus. (A dragon shaman must choose the energy type associated with his totem dragon; see page 13 of *Player's Handbook* II).

Resolve: This aura grants you a bonus on Concentration checks and on saves against fear, paralysis, and sleep effects.

Senses: This aura grants you a bonus on Listen checks, Spot checks, and initiative checks.

Stamina: This aura grants you a bonus on Constitution checks (but not Constitution-based skill checks) and Fortitude saves.

Swiftness: This aura grants you a bonus on Climb, Jump, and Swim checks. It also increases your climb, fly, and swim speeds by 5 × your bonus. (The aura doesn't grant you a fly or swim speed if you don't already have one.)

Toughness: This aura grants you damage reduction 1/magic for each point of your bonus.

DRAGONPACTS

A dragonpact is a mystical bargain made between a sorcerer and a powerful dragon. In exchange for gold and a small portion of the sorcerer's magical power (a spell slot), the dragon grants the sorcerer access to one or more spell-like abilities. Dragons do not enter into these pacts lightly, for the bargain also costs them a bit of personal life force (in the form of lost hit points).

CREATING A DRAGONPACT

To make a dragonpact, a sorcerer of 4th level or higher (that is, a character with at least four levels of sorcerer) must undertake a mystical ceremony in which he establishes mental contact with a true dragon (that is, a dragon with twelve age categories, such as a red dragon). A true dragon can't initiate this ceremony (though it can try to convince a sorcerer to do so), nor can it attempt to establish a dragonpact with another dragon. A sorcerer of the dragon type (such as a half-dragon sorcerer) can still create a dragonpact, as long as he is not a true dragon.

Upon beginning the ceremony, the sorcerer must state what level of spell slot he is offering, and which dragonpact he seeks to enter (chosen from among those described on pages 90 and 91). The sorcerer must have an uncast spell slot of the level offered in order to begin the ceremony. After 1 hour of uninterrupted meditation, he must attempt a Concentration check (DC 20 + the spell slot offered). A sorcerer with 5 or more ranks in Knowledge (arcana) gets a +2 bonus on this check. If the sorcerer is in the presence of an eligible dragon and wishes to entreat that dragon to enter the pact, he gains a +10 bonus on the check.

If the check succeeds, the sorcerer has made contact with a dragon willing to enter the dragonpact. If not, he can continue the ceremony for another hour; each consecutive hour after the first grants a cumulative +1 bonus on the Concentration check. If the ceremony is interrupted, the sorcerer must begin again.

The header for each kind of dragonpact (see pages 90 and 91) indicates which varieties of dragons can enter into that dragonpact. However, unless the sorcerer is in the presence of the dragon he is contacting during the ceremony, he has no power to dictate precisely which dragon—or even which kind of dragon—answers his entreaty. The identity of the dragon entering the dragonpact is not crucial to completing the task, though it must be of an appropriate kind, at least of adult age, and capable of casting spells of the level of the slot being offered by the sorcerer. In fact, the dragon need not reveal its identity at all, though it always knows the identity of the sorcerer. If desired, the dragon can become a significant NPC in the campaign, perhaps a mentor of sorts for the sorcerer. A dragon that enters a pact with a sorcerer can view the mortal as an ally, a business comrade, a potential catspaw, or a would-be worshiper, depending on its alignment and personality.

Once the sorcerer establishes contact, he must negotiate with the dragon for payment. Typically, a dragonpact requires the sorcerer to offer gold, gems, and/or art objects worth a total value equal to the level of the spell slot squared, × 100 gp. For example, a sorcerer offering a 4th-level spell slot must also offer treasure worth 1,600 gp (4 squared × 100). However, that's just the opening bid. The sorcerer must then attempt a Bluff, Diplomacy, or Intimidate check against a DC of 15 + the spell slot offered. Depending on the sorcerer's style of negotiation, the DM should feel free to apply a modifier (ranging from –4 to +4) on the check. Then consult the table below to determine how the sorcerer must modify his initial offer to satisfy the dragon.

Check Result Minus DC	Payment Modifier
–5 or more	+25%
–1 to –4	+10%
+0 to +4	+0%
+5 to +9	–10%
+10 or more	–25%

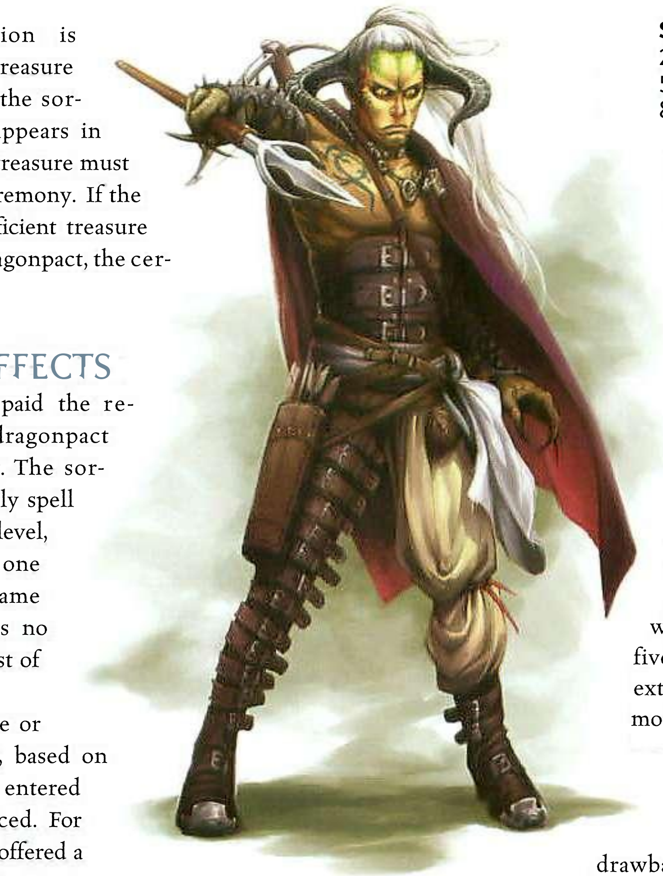
For example, the sorcerer offering a 4th-level slot and 1,600 gp must attempt a DC 19 Bluff, Diplomacy, or Intimidate check. If he gets a result of 14 or lower (having negotiated poorly), he misses the check by 5 or more and must increase his offered treasure by 25%, bringing the final price to 2,000 gp. On the other hand, if he gets a result of 24 (having negotiated well), he makes the check by 5 and can reduce his offered treasure by 10%, bringing the final price to 1,440 gp.

Once the negotiation is complete, the offered treasure instantly vanishes from the sorcerer's possession and appears in the dragon's hoard. This treasure must be present during the ceremony. If the sorcerer doesn't have sufficient treasure on hand to pay for the dragonpact, the ceremony fails.

DRAGONPACT EFFECTS

Once the sorcerer has paid the required treasure, the dragonpact takes effect immediately. The sorcerer loses one of his daily spell slots of the appropriate level, and the dragon gains one daily spell slot of the same level. This exchange has no effect on either party's list of spells known.

The sorcerer gains one or more spell-like abilities, based on the specific dragonpact entered and the spell slot sacrificed. For example, a sorcerer who offered a 4th-level spell slot for the Devious Whispers of the Master dragonpact gains *charm person* 3/day and *eagle's splendor* 2/day. The caster level for these spell-like abilities equals the sorcerer's caster level for his sorcerer spells, and the save DC (if any) is equal to 10 + the spell's level + the sorcerer's Cha modifier. A pact-bound adept (see page 46) gains more powerful spell-like abilities than normal, and also gains a bonus to his caster level for these spell-like abilities.



A sorcerer bound to a dragonpact adopts some draconic features

Illus. by E. Widermann

The dragon also loses hit points for the duration of the pact based on the level of the spell slot gained:

Slot Gained	HP Lost
2nd, 3rd, or 4th	10
5th, 6th, or 7th	25
8th or 9th	50

No sorcerer can be party to more than one dragonpact at a time. (A pact-bound adept can enter into a second dragonpact simultaneously; see page 47 for details.) Dragons have no such restriction, but the cumulative loss of hit points from multiple pacts discourages them from entering more than a few. Typically, a dragon prefers to have a small number of powerful dragonpacts rather than a large number of weak pacts that don't have much payoff. A great wyrm red dragon has little need for five extra 4th-level spell slots, but an extra 8th- or 9th-level spell slot is a more desirable power boost.

If either party to a dragonpact dies, the other party loses all benefits of the pact but not the drawbacks (a lost spell slot or lost hit points) until one year has passed. If the

CREATING NEW DRAGONPACTS

The DM is free to create new dragonpacts for any kind of dragon. Use the existing pacts as a template for creating new ones, with the following guidelines.

The five spell-like abilities should fit together in a coherent theme. Their effects need not be similar (you don't have to have four different fire spells, for example), as long as the theme is interesting and lends itself to a particular kind of dragon—or even better, to more than one kind.

The first spell-like ability gained should be a useful 1st-level spell.

The second spell-like ability gained should be a good 2nd-level spell or a weak 3rd-level spell.

The third spell-like ability gained should be a good 3rd-level spell or a 4th-level spell.

The fourth spell-like ability gained should be a good 5th-level spell or a 6th-level spell.

The fifth spell-like ability gained should be a good 7th-level spell or an 8th-level spell.

Stick primarily to spells that are combat-oriented or that have a general use. Avoid those that are useful only in very specific situations or only outside combat.

Be aware of any significant material components or focus costs of spells you include. Spell-like abilities don't require such costs, so the spell is worth more than you might realize. Avoid spells with XP costs entirely.

Not all spell-like abilities gained must be sorcerer/wizard spells, but avoid including more than one or two other kinds in a pact. Giving up a sorcerer spell slot to gain access to nonsorcerer spells can be a potent trade, particularly when the spell-like-abilities don't fit the normal arcane caster niche (such as cure spells).

dead party returns to life within that period, the benefits immediately return, too.

Visible Signs of a Dragonpact

When a character enters a dragonpact, a certain degree of draconic influence flows through the link between him and the dragon. When the creature bestows spell-like abilities upon the character, it also leaves behind traces of its unique magical nature. The end result is that characters who enter into dragonpacts exhibit draconic physical characteristics, raging from minor cosmetic changes to major physical alterations. These visual signs have no overt in-game effect—cultural opinions toward dragons vary from land to land, and as such any bias or prejudice depends on the individual campaign. But they do visibly mark a character as someone who bargains with dragonkind.

To determine the visual effects on a PC who enters into a dragonpact, the dm can roll on the table below or simply choose from the table as desired.

d20	Effect
1	Small, flaky scales of the dragon's color appear on the arms, face, and legs.
2	Eyes glow the dragon's color faintly in the dark.
3	Hair changes to the color of the dragon's scales.
4	Small horns or chitin protrusions form on the face.
5	Tongue becomes serpentine, visible when speaking.
6	Skin becomes faintly tinted the dragon's color.
7	Voice becomes rough and gravelly, like that of a dragon.
8	Eyes develop an additional set of nictitating membranes, visible when the character blinks.
9	Bony protrusions grow from the knuckles, elbows, and knees.
10	Faint wisps of odorless smoke occasionally drift from the mouth and nose.
11	Fingernails become thick and curved, resembling dragon talons.
12	Face becomes angular and vaguely draconic.
13	Teeth elongate and come to sharper points, visible when speaking.
14	Elaborate draconic tattoos appear on the arms. back, or face and seem to glow faintly.
15	Two bony ridges rise from the back, appearing as lumps on the shoulder blades.
16	Bumps appear at the temples where a dragon would have its horns.
17	Mottled spots the same color as the dragon's scales appear at the temples and jaw.
18	Hands and feet become slightly webbed with elongated fingers and toes.
19	Skin becomes tough and leathery, giving the appearance of a dragon's hide.
20	Eyes develop slitlike irises, resembling a dragon's eye.

RENEGOTIATING A DRAGONPACT

As a sorcerer gains the ability to cast more powerful spells, he might wish to offer a higher-level spell slot as part of a dragonpact. Renegotiating an existing dragonpact is simpler than establishing a new one: doing so requires only a single-hour of meditation and no Concentration check. An additional sacrifice of gold, gems, and/or art objects is required, however. Subtract the average price for the previous spell slot from the average price for the new spell slot to find the new base price, and then roll the Bluff, Diplomacy, or Intimidate check as normal to determine the price adjustment of the renegotiation. The success or failure of prior negotiations has no effect on this check.

For example, if the sorcerer from the previous example wished to offer a 5th-level slot in place of his 4th-level slot, the new base price would be 900 gp (2,500–1,600), modified by the result of his negotiation.

BREAKING A DRAGONPACT

Once a dragonpact is entered, it remains binding while both parties are alive and for one year after the death of either (dragons take the long view, and recognize the presence of resurrection magic). However, as long as both parties still live, either one can renounce the pact for any reason. Often, this occurs when a player character decides to forge a different pact with another dragon.

For a sorcerer to renounce a pact, he must forgo the use of all spell-like abilities granted him by the pact for seven consecutive days. At the end of this time, a simple 1-hour ceremony of meditation allows him to break the pact.

For a dragon to renounce a pact, it must destroy treasure from its hoard equal to the amount paid by the sorcerer to enter the pact, and then perform its own hour-long ritual. For obvious reasons, dragons hate doing this. If a dragon ever desires to be free of a pact, it usually tries to manipulate the sorcerer into being the one to break it, because that allows the creature to keep its treasure.

Regardless of who breaks the dragonpact, once it ends, both parties immediately lose the benefits of the pact. (If the dragon broke the pact without the sorcerer's prior knowledge, the character will be surprised when he suddenly loses his pact abilities.) The sorcerer regains his lost spell slot the next time he would normally ready his spells. The dragon's full normal hit points return to their normal value, and the lost hit points can be healed by any means.

DRAGONPACTS IN THE GAME

Dragonpacts offer characters the chance to give up one spell to gain multiple uses of spell-like abilities. In effect, a pact gives a player character more rounds of activity per day, allowing him to continue adventuring for longer than normal.

Dragons, on the other hand, value the pacts not just for their obvious benefits—additional spell slots and an increased hoard—but also because they create a network of allies. Any sorcerer who enters a dragonpact has good reason to want to keep that dragon alive, or at least avoid actively seeking its death.

This situation can create an interesting tension in the campaign, particularly when a good-aligned sorcerer—knowingly or unknowingly—enters into a pact with an evil dragon. If, months later, the PCs encounter the dragon, the sorcerer might have qualms about battling his "business partner." Alternatively, a sorcerer who forges a dragonpact with a similarly aligned dragon might find himself with a powerful ally just when he needs it most. of course, this doesn't mean the character can simply tell the dragon what to do. An evil dragon almost certainly sees the relationship as one of master to minion, while even a noble gold dragon likely views the sorcerer as a naive partner.

The dragonpact system allows a DM to justify building a network of allies or minions for a powerful dragon—a network that any PC foes of that dragon would be well advised to take down first. Killing a sorcerer involved in a dragonpact robs the dragon of extra spell slots but doesn't restore its lost hit points, so defeating the minions before lacing the great creature makes the final battle easier. Of course, the dragon will know that its pact-allies are dying without necessarily knowing why, kicking off a desperate race against time between the dragon and its would-be slayers.

DRAGONPACTS

Presented below are eleven varieties of dragonpacts, each one associated with one or more kinds of true dragons (including shadow, fang, and brown dragons, as described in *Monsters of Faerûn* for the FORGOTTEN REALMS campaign setting).

Breath of Winter's Doom (Silver, White)

Spell Slot	Spell-Like Abilities Gained
2nd	*obscuring mist* 2/day
3rd	*obscuring mist* 3/day, *protection from energy* (cold) 1/day
4th	*obscuring mist* 3/day, *protection from energy* (cold) 2/day
5th	*obscuring mist* 3/day, *protection from energy* (cold) 3/day, *ice storm* 1/day
6th	*obscuring mist* 3/day, *protection from energy* (cold) 3/day, *ice storm* 2/day
7th	*obscuring mist* 3/day, *protection from energy* (cold) 3/day, *ice storm* 3/day, *cone of cold* 1/day
8th	*obscuring* mist 3/day, *protection from energy* (cold) 3/day, *ice storm* 3/day, *cone of cold* 2/day
9th	*obscuring mist* 3/day, *protection from energy* (cold) 3/day, *ice storm* 3/day, *cone of cold* 3/day, *polar ray* 1/day

Champion of the Golden Orb (Gold)

Spell Slot	Spell-Like Abilities Gained
2nd	*bless* 2/day
3rd	*bless* 3/day, *lesser restoration* 1/day
4th	*bless* 3/day, *lesser restoration* 2/day
5th	*bless* 3/day, *lesser restoration* 3/day, *fire shield* (hot) 1/day
6th	*bless* 3/day. *lesser restoration* 3/day, *fire shield* (hot) 2/day
7th	*bless* 3/day, *lesser restoration* 3/day, *fire shield* (hot) 3/day, *mass cure light wounds* 1/day
8th	*bless* 3/day, *lesser restoration* 3/day, fire shield (hot) 3/day, *mass cure light wounds* 2/day
9th	*bless* 3/day, *lesser restoration* 3/day, *fire shield* (hot) 3/day, *mass cure light wounds* 3/day, *sunburst* 1/day

Devious Whispers of the Master (Green, Red)

Spell Slot	Spell-Like Abilities Gained
2nd	*charm person* 2/day
3rd	*charm person* 3/day, *eagle's splendor* 1/day
4th	*charm person* 3/day, *eagle's splendor* 2/day
5th	*charm person* 3/day, *eagle's splendor* 3/day, *suggestion* 1/day
6th	*charm person* 3/day, *eagle's splendor* 3/day, *suggestion* 2/day
7th	*charm person* 3/day, *eagle's splendor* 3/day, *suggestion* 3/day, *dominate person* 1/day
8th	*charm person* 3/day, *eagle's splendor* 3/day, *suggestion* 3/day, *dominate person* 2/day
9th	*charm person* 3/day, *eagle's splendor* 3/day, *suggestion* 3/day, *dominate person* 3/day, *mass charm monster* 1/day

Elusive Disciple of Dusk (Shadow)

Spell Slot	Spell-Like Abilities Gained
2nd	*expeditious retreat* 2/day
3rd	*expeditious retreat* 3/day, *nondetection* 1/day
4th	*expeditious retreat* 3/day, *nondetection* 2/day
5th	*expeditious retreat* 3/day, *nondetection* 3/day, *dimension door* 1/day
6th	*expeditious retreat* 3/day, *nondetection* 3/day. *dimension door* 2/day
7th	*expeditious retreat* 3/day, *nondetection* 3/day, *dimension door* 3/day, *shadow* walk 1/day
8th	*expeditious retreat* 3/day, *nondetection* 3/day, dimension *door* 3/day, *shadow* walk 2/day
9th	*expeditious retreat* 3/day, *nondetection* 3/day, *dimension door* 3/day, *shadow walk* 3/day, *mass inflict critical wounds* 1/day

Festering Corrupter of the Gloom (Black)

Spell Slot	Spell-Like Abilities Gained
2nd	*ray of enfeeblement* 2/day
3rd	*ray of enfeeblement* 3/day, *Melf's acid arrow* 1/day
4th	*ray of enfeeblement* 3/day, *Melf's acid arrow* 2/day
5th	*ray of enfeeblement* 3/day, *Melf's acid arrow* 3/day, *contagion* 1/day
6th	*ray of enfeeblement* 3/day, *Melf's acid* arrow 3/day, *contagion* 2/day
7th	*ray of enfeeblement* 3/day, *Melf's acid arrow* 3/day, *contagion* 3/day, *acid fog* 1/day

8th	*ray of enfeeblement* 3/day, *Melf's acid arrow* 3/day, *contagion* 3/day, *acid fog* 2/day
9th	*ray of enfeeblement* 3/day, *Melf's acid arrow* 3/day, *contagion* 3/day, *acid fog* 3/day, *waves of exhaustion* 1/day

Flames of Crimson Wrath (Red)

Spell Slot	Spell-Like Abilities Gained
2nd	*burning hands* 2/day
3rd	*burning hands* 3/day, *protection from energy* (fire) 1/day
4th	*burning hands* 3/day, *protection from energy* (fire) 2/day
5th	*burning hands* 3/day, *protection from energy* (fire) 3/day, *fireball* 1/day
6th	*burning hands* 3/day, *protection from energy* (fire) 3/day, *fireball* 2/day
7th	*burning hands* 3/day, *protection from energy* (fire) 3/day, *fireball* 3/day, *eyebite* 1/day
8th	*burning hands* 3/day, *protection from energy* (fire) 3/day, *fireball* 3/day, *eyebite* 2/day
9th	*burning hands* 3/day, *protection from energy* (fire) 3/day, *fireball* 3/day, *eyebite* 3/day, *incendiary cloud* 1/day

Friend of Wind and Rain (Brass, Bronze, Silver)

Spell Slot	Spell-Like Abilities Gained
2nd	*endure elements* 2/day
3rd	*endure elements* 3/day, *wind wall* 1/day
4th	*endure elements* 3/day, *wind wall* 2/day
5th	*endure elements* 3/day, *wind wall* 3/day, *fly* 1/day
6th	*endure elements* 3/day, *wind wall* 3/day, *fly* 2/day
7th	*endure elements* 3/day, *wind wall* 3/day, *fly* 3/day, *control weather* 1/day
8th	*endure elements* 3/day, *wind wall* 3/day, *fly* 3/day, *control weather* 2/day
9th	*endure elements* 3/day, *wind wall* 3/day, *fly* 3/day, *control weather* 3/day, *whirlwind* 1/day

Lord of Hill and Mountain (Copper. Red)

Spell Slot	Spell-Like Abilities Gained
2nd	*spider climb* 2/day
3rd	*spider climb* 3/day, *bear's endurance* 1/day
4th	*spider climb* 3/day, *bear's endurance* 2/day
8th	*spider climb* 3/day, *bear's endurance* 3/day, *spike stones* 1/day
6th	*spider climb* 3/day, *bear's endurance* 3/day, *spike stones* 2/day
7th	*spider climb* 3/day, *bear's endurance* 3/day, *spike stones* 3/day, *stoneskin* 1/day
8th	*spider climb* 3/day, *bear's endurance* 3/day, *spike stones* 3/day, *stoneskin* 2/day
9th	*spider climb* 3/day, *bear's endurance* 3/day, *spike stones* 3/day, *stoneskin* 3/day, *earthquake* 1/day

Master of Magical Defense (Fang)

Spell Slot	Spell-Like Abilities Gained
2nd	*shield* 2/day
3rd	*shield* 3/day, *dispel magic* 1/day
4th	*shield* 3/day, *dispel magic* 2/day
5th	*shield* 3/day, *dispel magic* 3/day, *lesser globe of invulnerability* 1/day
6th	*shield* 3/day, *dispel magic* 3/day, *lesser globe of invulnerability* 2/day
7th	*shield* 3/day, *dispel magic* 3/day, *lesser globe of invulnerability* 3/day, *repulsion* 1/day
8th	*shield* 3/day, *dispel magic* 3/day, *lesser globe of invulnerability* 3/day, *repulsion* 2/day
9th	*shield* 3/day, *dispel magic* 3/day, *lesser globe of invulnerability* 3/day, *repulsion* 3/day, *spell turning* 1/day

Tyrant of the Desert Sun (Blue, Brass. Brown)

Spell Slot	Spell-Like Abilities Gained
2nd	*silent image* 2/day
3rd	*silent image* 3/day, *blur* 1/day
4th	*silent image* 3/day, *blur* 2/day
5th	*silent image* 3/day, *blur* 3/day, *hallucinatory terrain* 1/day
6th	*silent image* 3/day, *blur* 3/day, *hallucinatory terrain* 2/day
7th	*silent image* 3/day, *blur* 3/day, *hallucinatory terrain* 3/day, *waves of fatigue* 1/day
8th	*silent image* 3/day, *blur* 3/day, *hallucinatory terrain* 3/day, *waves of fatigue* 2/day
9th	*silent image* 3/day, *blur* 3/day, *hallucinatory terrain* 3/day, *waves of fatigue* 3/day, *sunbeam* 1/day

Unbridled Fury of the Storm (Blue, Bronze)

Spell Slot	Spell-Like Abilities Gained
2nd	*shocking grasp* 2/day
3rd	*shocking grasp* 3/day, *protection from energy* (electricity) 1/day
4th	*shocking grasp* 3/day, *protection from energy* (electricity) 2/day
5th	*shocking grasp* 3/day, *protection from energy* (electricity) 3/day, *call lightning* 1/day
6th	*shocking grasp* 3/day, *protection from energy* (electricity) 3/day, *call lightning* 2/day
7th	*shocking grasp* 3/day, *protection from energy* (electricity) 3/day, *call lightning* 3/day, *chain lightning* 1/day
8th	*shocking grasp* 3/day, *protection from energy* (electricity) 3/day, *call lightning* 3/day, *chain lightning* 2/day
9th	*shocking grasp* 3/day, *protection from energy* (electricity) 3/day, *call lightning* 3/day, *chain lightning* 3/day, *maximized call lightning storm* 1/day

DRACONIC COMPANION SPIRITS

Believed Io be a remnant of long-dead dragon souls, these companion spirits grant the entire party of player characters a small measure of draconic power.

Companion spirits are described starting on page 194 of *Dungeon Master's Guide* II. In that book, add the types of draconic spirits below 10 Table 6–10: Companion Spirit Benefits, under "Specific Characteristics."

DRAGONCLAW SPIRIT BENEFITS

While the mystic traditions that study companion spirits call this the "dragonclaw" variety, this companion is helpful to anyone who engages in melee combat.

1st-Tier Benefit: Each day, the team collectively gains a number of +2 insight bonuses on melee damage rolls equal to the number of team members. At any lime during the next 24 hours, a learn member can add one of the bonuses to her melee damage roll (a free action) immediately after resolving the attack roll. For example, a dragonclaw spirit connected to a team of six grams the team a +2 bonus on six different melee damage rolls per day, which can be shared among the group or used entirely by one member. No team member can use this benefit more than once per round.

2nd-Tier Benefit: As the 1st-tier benefit, except that each day the team collectively gains a number of +1 insight bonuses on melee attack rolls equal to the number of team members. At any time during the next 24 hours, a team member can add one of the bonuses to her melee attack roll (a swift action) immediately prior to the roll. For example, a dragonclaw spirit connected to a team of six grams the team a +1 bonus on six different melee attack rolls per day, which can be shared among the group or used entirely by one member. No team member can use this benefit more than once per round.

3rd-Tier Benefit: This benefit replaces the 1st-tier benefit. It is identical to that benefit except that it grants +5 insight bonuses (instead of+2).

4th-Tier Benefit: This benefit replaces the 2nd-tier benefit. It is identical to that benefit except that it grants +2 insight bonuses (instead of +1).

5th-Tier Benefit: Each day. the team collectively gains a number of automatic confirmations of melee critical threats equal to the number of team members. After a critical threat is rolled, a team member can take an immediate action to automatically confirm the critical threat. The critical threat results in a critical hit; no confirmation roll is required. No team member can use this benefit more than once per day.

DRAGONSKULL SPIRIT BENEFITS

Dragonskull spirits have an affinity for groups that s:rike fear into the hearts of their enemies—groups with a bit of swagger and menace that don't mind getting bloody.

1st-Tier Benefit: If you are adjacent to an enemy at the end of your turn, you can take a swift action to take a penalty to your Armor Class of up to –5 and add the same number to a bonus pool. Any other team member can use an immediate action to lake 1 point from the bonus pool and gain a + 1 morale bonus on her next saving throw or improve her effective easier level on the next spell she casts by 1. Unused points disappear at the beginning of your next turn and your Armor Class returns to normal.

2nd-Tier Benefit: The companion spirit establishes a magical feedback loop that channels damage you receive into damage you deal to foes. If you take damage equal to or exceeding 25% of your full normal hit points during the previous round, you gain a +2 morale bonus on damage rolls you make on your turn, whether the damage comes from your weapons, your spells, or other effects you generate. If it is unused, the morale bonus disappears at the end of your turn.

3rd-Tier Benefit: This benefit replaces the 1st-tier benefit. It is identical to that benefit, except that each team member can take more points from the bonus pool. A member can take up to 5 points and gain up to a +5 morale bonus on her next saving throw, or she can take up to 2 points and gain up to a +2 bonus to her effective caster level on her next spell.

4th-Tier Benefit: This benefit replaces the 2nd-tier benefit. It is identical to that benefit, except that the bonus on damage rolls improves to +5.

5th-Tier Benefit: The companion spirit can fill one or more learn members with the fury of a rampaging dragon, granting the benefits of a rage spell (PH 268) for a total of 2 rounds per team member. Any team member can activate the rage effect with a swill action, but the total duration for the team is limited to 2 rounds per member. For example, in a team of four, one member can be enraged for S rounds, or each member could be enraged for 2 rounds.

MAGIC ITEMS

Whether inspired by dragons' awesome grace or terrifying ferocity, many magic items owe their existence to the power of dragonkind. This section includes a variety of such items. Most are intended for use by player characters, though a few are useful to the dragons those characters might face.

DRACONIC MAGIC ITEMS

Item	Market Price
Elixir of blindsight	1,000 gp
Vial of explosive breath, lesser	1,000 gp
Ring of draconic zeal, lesser	2.000 gp
Vial of explosive breath, greater	2,000 gp
Dragonslayer claws	2,500 gp
Shield of the winged crusade	3,170 gp
Ring of draconic zeal, greater	6,000 gp
Tailbands of impact	6,000 gp
Rod of the dragon heart	8,000 gp
Rod of dragon's blood, lesser	10,000 gp
Amulet of fearsome might	11,000 gp
Cloak of mysterious emergence	13,000 gp
Tome of the wyrm	15,000 gp
Rod of dragon's blood, greater	40,000 gp
Sword of the great harrowing	60,315 gp

AMULET OF FEARSOME MIGHT

This amulet enhances your ability to inspire terror in your enemies, making you even more frightening than you normally are.

Description: This bronze necklace is formed in the shape of a roaring draconic head embedded with sparkling ruby eyes. Whenever the wearer's frightful presence becomes active (or when the wearer casts a *fear* spell), the eyes of the amulet flash with a burning red light.

Activation: An *amulet of fearsome might* functions automatically as long as it is worn.

Effect: When worn, an *amulet of fearsome might* doubles the radius of the wearer's innate frightful presence (to a 60-foot radius per age category, in the case of dragons) and increases its save DC by 2. If the wearer does not have a frightful presence, the amulet does not bestow that ability.

In addition, if the wearer casts any spells or spell-like abilities with the fear descriptor, the amulet increases their save DC by 2. This bonus does not stack with that from the Spell Focus or Greater Spell Focus feats. This ability functions whether or not the wearer has an innate frightful presence.

Aura/Caster Level: Moderate necromancy; CL 7th.

Construction: Craft Wondrous Item, crafter must possess the frightful presence special ability, *fear,* 5,500 gp, 440 XP, 11 days.

Weight: 1 lb.

Price: 11,000 gp.

CLOAK OF MYSTERIOUS EMERGENCE

The enemies of the Shadow's Fang cabal (see page 144) sometimes see a ghostly dragon maw appear in their peripheral vision. A heartbeat later, they see a black-cloaked figure step out of the open mouth. That's usually the last thing they see.

Description: A *cloak of mysterious emergence* is fashioned from multiple layers of fine silk. Along the hem is a row of glittering red scales, molted away by Vaeratrux, the secret dragon master of the Shadows Fangs.

When the cloak is activated, a ghostly apparition of a dragon's head appears next to the wearer, and its jaws open. When the wearer steps into the jaws, he teleports to the desired location and emerges from a second insubstantial dragon maw a fraction of a second later.

Members of the Shadow's Fangs created dozens of *cloaks of mysterious emergence* for their top agents. Many have spread beyond the reach of the cabal, however, taken from agents who failed to complete their assigned missions.

Activation: It takes a standard action to call forth the power of a *cloak of mysterious emergence* and step into its maw. Once the wearer arrives in his new location, he can't take any other actions until his next turn.

Effect: Stepping through the dragon maw created by a *cloak of mysterious emergence* functions like a *dimension door* spell with a range of 120 feet.

A *cloak of mysterious emergence* has three charges per day. However, the wearer can choose to expend all three charges to have the cloak teleport him and up to 50 pounds of items up to 120 miles away.

Aura/Caster Level: Moderate conjuration; CL 9th.

Construction: Craft Wondrous Item, *teleport, dimension door,* 6,500 gp, 520 XP, 13 days.

Weight: 1 lb.

Price: 13,000 gp.

DRAGONSLAYER CLAWS

Perhaps the most dangerous foe a dragon can face is another dragon. With that in mind, the great creatures designed these magic claws to help them fight off dragons that try to seize their hoards. More aggressive dragons use these claws to claim the hoards of those they view as weak.

Description: These heavy, dark metalblades fit smoothly over the wearer's claws like comfortable gloves. *Dragonslayer claws* occupy the same space on the body as gloves.

Prerequisite: Although *dragonslayer claws* are made for dragons, any creature that has a claw attack can wear them, and they resize to fit the wearer. However, *dragonslayer claws* bestow a negative level when worn by any creature that is not of the dragon type or the dragonblood subtype. The negative level remains as long as the claws are worn and disappear when the creature removes the *dragonslayer claws.* This negative level never results in actual level loss, but it cannot be overcome by any means (not even restoration or wish) while the *dragonslayer claws* are worn.

A wearer that does not have claw attacks gains no benefit from *dragonslayer claws.*

Activation: Activating dragonslayer claws is a free action. The wearer can use the claws once per round, up to a maximum of three times per day. Before making an attack roll, the wearer must declare to which attack the extra damage will be applied.

Effect: When the wearer makes a claw attack, dragonslayer claws deal an extra 1d6 points of damage. Against a creature of the dragon type or the dragonblood subtype, the claws instead deal an extra 3d6 points of damage and are treated as magic weapons for the purpose of overcoming damage reduction.

Aura/Caster Level: Moderate transmutation; CL 8th.

Construction: Craft Wondrous Item, creator must be of the dragonblood subtype, *magic weapon,* 1,250 gp, 100 XP, 3 days.

Weight: 6 lb.

Price: 2,500 gp.

ELIXIR OF BLINDSIGHT

As dragon hunters become more talented at stalking their prey, dragons have been forced to keep up by creating new items that help them keep their edge. The *elixir of blindsight,* which grants its drinker perfect vision within a limited range, is a particularly significant advance of this nature.

Description: This liquid is blood-red and slightly viscous, like a watery syrup. When a creature drinks the elixir, the liquid races through its blood in a flash, and it feels each of its senses come alive.

Prerequisite: Only a creature with blindsense gains any benefit from this item.

Activation: Drinking an *elixir of blindsight* requires a standard action that provokes attacks of opportunity.

Effect: After consuming this elixir, the user gains blindsight with a range equal to its normal blindsense range for a period of 10 minutes.

Aura/Caster Level: Faint divination; CL 5th.

Construction: Craft Wondrous Item, *clairaudience/clairvoyance,* 500 gp, 40 XP, 1 day.

Weight: —.

Price: 1,000 gp.

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RING OF DRACONIC ZEAL

A dragon can lash out at more than one enemy with its claws, teeth, wings, and tail. A *lesser ring of draconic zeal* grants its wearer a similar ability to attack multiple foes.

Description: A lesser ring *of draconic zeal* is made of ivory carved to resemble hundreds of interlocking dragon scales. When the ring's power is activated, it emits a roar like that of a fearsome dragon.

Activation: Once per day, the wearer can invoke the power of the ring (a swift action).

Effect: Immediately after activating the ring, the wearer can make one melee attack using his highest base attack bonus against each of three different enemies within reach (a full-round action). This effect applies only during the round in which the ring is activated. If the wearer activates the ring but can't take a full-round action during that round, the effect is wasted.

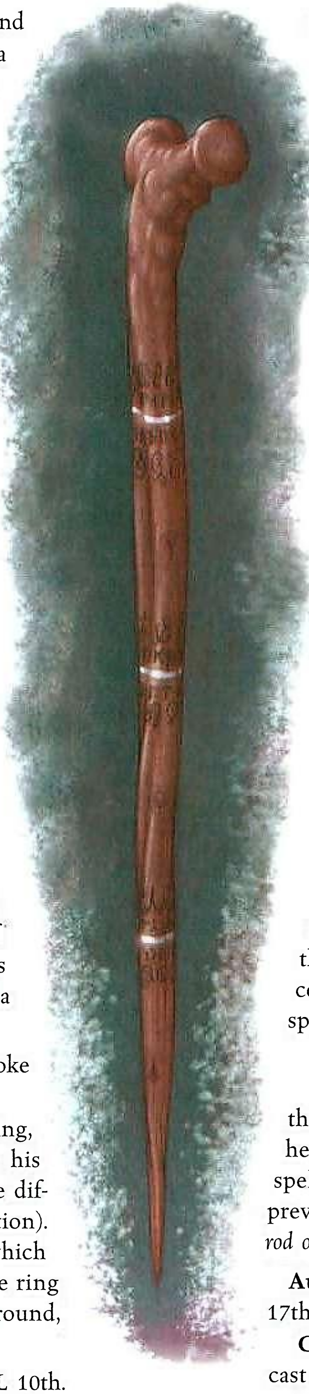
Aura/Caster Level: Faint transmutation; CL 10th.

Variant: A greater *ring of draconic zeal* functions as a *lesser ring,* except that it allows the wearer to attack up to six adjacent enemies within reach.

Construction: Forge Ring, *haste,* 1,000 gp (or 3,000 gp for *greater* ring), 80 XP (or 240 XP for greater ring), 2 days (or 6 days for greater ring).

Weight: —.

Price: 2,000 gp (lesser) or 6,000 gp (greater).



Rod of dragon's blood

ROD OF DRAGON'S BLOOD

This potent rod feeds off the wielder's draconic bloodline to enhance his magical abilities. While a sorcerer can access the rod's power, true dragons gain even greater benefit.

Description: This 5-foot-long, russet-stained rod is carved from the bone of a dragon and covered in draconic runes. When the rod is activated, dark red blood runs down the rod, soaking the hand of the wielder.

Prerequisite: A *lesser rod of dragon's blood* functions only for characters of the dragon type or the dragonblood subtype, as well as for any character with at least 1 level of sorcerer.

Activation: Activating a *lesser rod of dragon's blood* requires the same action normally required to cast the chosen spell (see Effect, below). The rod can be activated three times per day.

Effect: When activated, a *lesser rod of dragon's blood* allows the wielder to recast any spell of up to 2nd level that he cast in the previous round. Doing this doesn't use another spell slot. Only spells with a casting time of 1 standard action or less can be recast using the *lesser rod of dragon's blood.*

Wielders of the dragon type instead can reuse any spell-like ability of up to 2nd level that they used in the previous round. This doesn't count against their normal daily limit for that spell-like ability.

The rod also functions as a quarterstaff.

Variant: A greater *rod of dragon's blood* allows the wielder to recast any spell of up to 4th level he cast in the previous round, or to reuse any spell-like ability of up to 4th level it used in the previous round. It otherwise functions as a lesser *rod of dragon's blood.*

Aura/Caster Level: Strong transmutation; CL 17th.

Construction: Craft Rod, creator must be able to cast spells without preparation, 5,000 gp (or 20,000 gp for *greater rod*), 400 XP (or 1,600 XP for *greater rod*), 10 days (or 40 days for *greater rod*).

Weight: 4 lb.

Price: 10,000 gp (lesser) or 40,000 gp (greater).

ROD OF THE DRAGON HEART

Dragon lords (see page 38) and other war leaders hold these rods aloft in battle, letting a wave of fear wash over their foes, much as if a dragon were present.

Description: A *rod of the dragon heart* is an iron shaft about 1 foot long with a small cage at the top. Within the cage is a purple crystal shaped like a dragon's heart. When its bearer is engaged in battle, fleeting apparitions of tiny dragons appear in the air above the *rod of the dragon heart*. The apparitions are clearly not real, and each remains for just a second or two before vanishing. But for opponents of the rod's bearer, the brief images have an unsettling, sinister quality.

Activation: To activate a *rod of the* dragon heart, the wielder's current hit points must equal or exceed half his full normal hit points. He must hold the rod in one hand and utter the command word (a standard action), which is often an ancient dragon's name, such as "Paelchronithrax" or "Tueranachtrus." The rod is active for a maximum of 10 rounds per day, split up however the wielder likes. He can turn off the rod with a mental command (a free action).

While the rod is active, if the wielder's current hit points tall below half his full normal hit points, the rod immediately turns off.

Effect: Enemies within 30 feet of the wielder when he activates the rod (or who come within 30 feet of an already active rod) must attempt DC 16 Will saves. Foes who fail their saves are shaken as long as they remain within 120 feet of the rod. Foes who make their saves are immune to the effects of the *rod of the dragon heart* for 24 hours. Creatures immune to a dragon's frightful presence are immune to the rod's effect.

Aura/Caster Level: Moderate necromancy; CL 7th.

Construction: Craft Rod, fear, 4,000 gp, 160 XP, S days.

Weight: 5 lb.

Price: 8,000 gp.

SHIELD OF THE WINGED CRUSADE

Devised by notable members of the swift wing prestige class (see page 50), a shield *of the* winged *crusade* provides protection in melee combat and against area attacks such as a dragon's breath weapon.

Description: Shields *of the winged crusade* are heavy shields of dull red metal. Their design has a scaly appearance. A split second before a shield's translocation effect activates, it emits a harsh buzzing sound, which fades a second or two after the translocation is complete.

Activation: The shield's +1 enhancement bonus to Armor Class is always active. Once per day. the wearer can use its translocation effect as an immediate action.

Effect: A shield of the *winged crusade* is a +1 *heavy steel shield* that can save its wearer from an area attack. A wearer who is within the area of an instantaneous-duration effect that allows a Reflex save to reduce its effect (such as a *fireball* spell or a breath weapon) can activate the shield's translocation effect. By doing so, he instantaneously moves 10 feet in any direction of his chosing. If the movement takes him beyond the boundary of the area attack, he doesn't need to attempt the Reflex save.

Aura/Caster Level: Moderate abjuration; CL 8th.

Construction: Craft Magic Arms and Armor, *dimension door,* 1,670 gp, 120 XP, 3 days.

Weight: 15 lb.

Price: 3,170 gp.

SWORD OF THE GREAT HARROWING

When bathed in the blood of dragons, no sword is deadlier against a draconic foe than a *sword of the great harrowing.* A longsword imbued with sentience and a seething hatred for all dragons, the blade and its bearer seek out dragons to behead—but the sword is ever watchful for a more powerful wielder.

Lore: These swords, created by the Harrowers (see page 143), are more powerful versions of dragonbane swords (DC 15 Knowledge [arcana]). Seven swords of the great harrowing are known to exist, and all are fully sentient. However, not all are still in the hands of the Harrowers (DC 25 Knowledge [arcana]).

Description: A sword *of the great* harrowing is a wide-bladed longsword with a fang-decorated crossguard and a ruby inset in the pommel.

The sword glows like many magic weapons, but its true power becomes apparent once it activates its dragonblood consumption power (described below). Then the sword turns bright red, and a whirling cascade of crimson energy surrounds the sword, the wielder, and the dragon they are fighting.

Personality: Originally created by the Harrowers. the *swords of the great* harrowing are in many ways similar to the dragons they hate: single-minded, ruthless, and endlessly patient. A *sword of the great harrowing* knows it needs a strong hand to wield it, though, so it acts as friend and confidant to its bearer, offering counsel and support when asked.

Only two occurrences can put such a sword at odds with its wielder. First, if the wielder refuses to face a dragon in combat, the *sword of the great harrowing* immediately attempts to take control of him. Second, if the sword becomes aware of a more powerful potential owner, it silently observes for a time, and then tries to subtly engineer a conflict between its current owner and what it hopes will be its future master.

These swords speak Common, Elven, Dwarven, and Draconic.

AL N; Int 10, Wis 17, Cha 17; speech and telepathy; 120 ft. darkvision and hearing; Ego score 17.

Activation: Because it's an intelligent weapon, a *sword of the great* harrowing takes actions of its own during its wielder's turn. Its actions are generally limited to activating one of its three powers.

Effect: A sword *of the great harrowing* is a +1 *dragonbane longsword* with two lesser powers that it is eager to use on behalf of its master. Three times per day each, it can use *resist energy* (20 points, sword's choice of energy type) and *remove fear.*

But in battle with a wounded dragon, a *sword of the great harrowing* becomes something much more. Immediately after the wielder successfully deals damage to a dragon with the sword, it activates its dragonblood consumption power, At the end of each of the wielder's turns, check whether the sword dealt damage to the dragon that round. If it did, its enhancement bonus increases by 1 for future attacks against that dragon. If it did not, its enhancement bonus decreases by 1 for future attacks against that dragon. One hour after the last time the sword deals damage to a dragon, this effect fades, and the sword's enhancement bonus returns to normal.

A *sword of the great harrowing's* enhancement bonus can't drop below +1 (or the normal enhancement bonus of the sword, if improved beyond +1), nor can it rise above the dragon's age category (including the benefit of the bane quality). For dragons without an age category, treat the age category as 1/4 the dragon's Hit Dice (maximum age category of 10 for a dragon with 40 or more Hit Dice).

Variants: As written, a *sword of the great harrowing* is neutral, an implacable foe of both chromatic and metallic dragons. But the DM can change its alignment and narrow its focus to produce a variant sword that hates only evil dragons (or only good ones).

It's also possible to change the sword into another type of weapon. Simply subtract 15 gp from the cost, and add the cost of the new weapon.

Aura/Caster Level: Strong transmutation; CL 15th.

Construction: Craft Magic Arms and Armor, *locate creature, resist energy, remove fear,* 30,315 gp, 2,400 XP, 60 days.

Weight: 4 lb.

Price: 60,315 gp.

TAILBANDS OF IMPACT

Characters who face the mightiest of dragons know to fear their tail slap more than their bite. These adamantine bands enhance the already prodigious destructive capability of a tail slap attack.

Description: Each of these three progressively larger adamantine bands is a stunning piece of jewelry in its own right, studded with gems and inscribed with draconic runes of strength. The three bands slip over the wearer's tail and are magically held in place once donned, spread equidistant up its length. Tailbands *of impact* occupy the same space on the body as boots.

Prerequisite: While *tailbands of impact* are made for dragons, any creature that has a tail slap attack can wear them, and they resize to fit the wearer. A creature that does not have a tail slap attack gains no benefit from wearing the bands.

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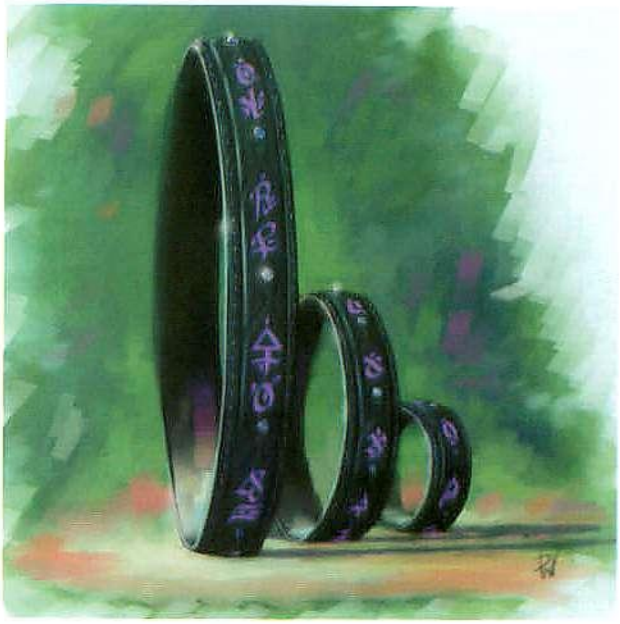


Tailbands of impact

Activation: The *tailbands of impact* function automatically as long as they are worn.

Effect: An attack with a tail equipped with *tailbands of impact* is considered adamantine and magic for the purpose of overcoming damage reduction. In addition, tailbands *of impact* allow the wearer to apply more of his Strength bonus on damage rolls for tail slap attacks. Consult the table below to determine the effect.

Normal	Wearing Tailbands of Impact
Str bonus × 1/2	Str bonus
Str bonus	Str bonus × 1-1/2
Str bonus × 1-1/2	Str bonus × 2

Aura/Caster Level: Moderate evocation; CL 11th.

Construction: Craft Wondrous Item, *bull's strength,* 3,000 gp, 240 XP, 6 days.

Weight: 10 lb.

Price: 6,000 gp.

TOME OF THE WYRM

Favored by spellcasters who hunt dragons, a *tome of the wyrm* gradually increases the potency of its bearer's spells.

Lore: A *tome of the wyrm* describes dozens of battles between spellcasters and dragons (DC 10 Knowledge [arcana]). Wyrm wizards (see page 55) created the *tomes* to help them conduct research by overcoming the magical defenses of dragons, growing stronger over time (DC 20 Knowledge [arcana]).

Description: A *tome of the wyrm* is a leather-covered grimoire with binding hinges and a back plate made of dark iron. An embossed, glowing eye with a slitted pupil adorns the cover. The eye remains heavily lidded unless a dragon attacks the tome's owner or the owner attempts a saving throw against a dragon's frightful presence. Then it opens wide until the battle is over.

Prerequisite: Anyone can carry a *tome of the wyrm*, but its magic benefits only those who cast spells.

Activation: A tome *of the wyrm* functions automatically, but only when carried in one hand. If it is left in a backpack or other container, it still records battles (as described below), but it doesn't improve its owner's caster level.

Effect: A spellcaster carrying a *tome of the wyrm* in one hand gains a +1 insight bonus to his caster level on any spell that targets an enemy dragon or includes an enemy dragon in its area. This benefit applies against all creatures affected by the spell, not just the dragon.

At the end of each of the caster's turns, determine whether he cast a spell that harmed an enemy dragon. (For the purpose of this item, this means any spell that dealt damage to the dragon, any spell against which the dragon failed a save, or any spell that overcame the dragon's spell resistance.) If so, the insight bonus of the tome *of the wyrm* increases by 1. If not, the insight bonus decreases by 1.

A *tome of the wyrm's* bonus can't drop below +1, nor can it rise above a number equal to the highest-level spell that its owner can cast. One hour after the last time the caster harms an enemy dragon with a spell, this effect fades, and the tome's bonus returns to normal.

Each page of a *tome of the wyrm* describes one battle against a dragon—a brief narrative explaining who was present, how the fight unfolded, and how the dragon died (or how its attackers got away). After each new battle with a dragon, the tome magically adds a new page describing that battle. Once this 200-page book is full, any new entry overwrites the oldest entry.

Aura/Caster Level: Moderate divination; CL 10th.

Construction: Craft Wondrous Item, *detect dragonblood*†, 7,500 gp, 600 XP, 15 days.

Weight: 5 lb.

Price: 15,000 gp.

VIAL OF EXPLOSIVE BREATH

A *lesser vial of explosive breath* holds a tightly controlled quantity of energy not unlike a dragon's breath weapon. Prized by dragons and their allies alike, this item offers a surprise for those who think they know what to expect from a foe.

Description: This smoky crystal vial is closed with a golden stopper, capped by a faintly glowing piece of clear quartz. When it shatters, destructive magical energy explodes outward, looking very much like a dragon unfolding its wings before dissipating into thin air.

Activation: A creature can throw a *lesser vial of explosive breath* as an attack, either as a standard action or as part of a full attack action. Hurling the vial as a ranged attack provokes attacks of opportunity.

Effect: A *lesser vial of explosive breath* is hurled as a splash weapon and must be aimed at a grid intersection. Upon impact, the vial shatters, releasing the energy of its breath weapon in a 20-foot-radius spread centered upon the point of impact. This deals 6d6 points of acid, cold, electricity, or fire damage, depending on the breath weapon of the dragon that created the vial (Reflex DC 18 half).

Variant: A greater version of this item can be crafted by true dragons of ancient age or older. A *greater vial of explosive breath* deals 10d6 points of damage (Reflex DC 22 half).

Aura/Caster Level: Moderate transmutation; CL 6th.

Construction: Craft Wondrous Item, creator must be a true dragon of adult age or greater with a breath weapon that deals acid, cold, electricity, or fire damage, 500 gp (or 1.000 gp for *greater vial*), 40 XP (or 80 XP for *greater vial*), 1 day (or 2 days for *greater vial*).

Weight: —.

Price: 1.000 gp (lesser) or 2,000 gp (greater).

DWEOMERED DRAGON SCALES

Mahgren Dragonchild paused before The mormons tome, calming the butterflies in his stomach. This was his prize, his dream, the reason he had betrayed his sire. There were secrets Kraagothial had refused to share; those secrets were Mahgren's birthright, and now he had them. The ancient blue dragon had sneered when questioned about the legends of dragon scales, sneered when Mahgren begged for a boon from his draconic father. Now the dragon's grin was a rictus, his long tongue dangling out, a moist landing place for flies He would sneer at his half-dragon son no more. Mahgren took a deep breath and opened the book. . . .

The secrets of dweomered dragon scales are jealously guarded by their draconic creators. However, such hidden lore sets adventurers into motion, so the descriptions that follow include creation details to aid you when you finally reveal those secrets to the PCs. Once the process is known, creating a dweomered dragon scale can become an adventure in itself.

Dweomered dragon scales can come from any kind of dragon, though each variety tends to have its own particular flavor. Most dweomered scales from chromatic dragons deal with the energies associated with those creatures—fire, cold, electricity, and acid—but others mimic their many spell-like abilities.

Crafters tend to use scales from metallic dragons to fashion magic items that don't involve elements and energies so directly. Even so, each dweomered dragon scale has powers deeply associated with the metallic dragon scale used to create the item.

The lung dragons from *Oriental Adventures* and the dragons native to the FORGOTTEN REALMS campaign setting have varied and unique abilities, and magic items crafted from the scales of these creatures are similarly wondrous and unusual.

Dweomered Dragon Scales

Item	Market Price
Beruto of the carp dragon	2,200 gp
Dark clasp	2,400 gp
Sonorous scale	2,500 gp
Kuribune of the river dragon	3,000 gp
Tarekazari of the coiled dragon	3,600 gp
Amber pinwheel	3,900 gp
Shadowy diadem	4,400 gp
Brassy bracers	5,100 gp
Kodate of the spirit dragon	6.165 gp
Iyaringu of the earth dragon	7,500 gp
Pearly okimono of the sea dragon	7,500 gp
Ebon mask	9,000 gp
Fiery kabuto of the celestial dragon	9,000 gp
Opalescent amulet	9,000 gp
Crimson claw	10,000 gp
Fanged ring	10,000 gp
Emerald eye patch	12,000 gp
Sterling collar	12,000 gp
Azure skullcap	15.000 gp
Bronzed cuff	18,000 gp
Cupric brooch	22,000 gp
Golden visor	24,000 gp
Watery hachimaki of the typhoon dragon	24,000 gp

AMBER PINWHEEL

This apparent toy was first crafted by the jann, and later shared with certain tribes of nomads dwelling in the Raurin desert of Faerûn. They use it to protect themselves on long desert treks.

Description: Resembling an ornate child's toy, this brown dragon scale is gilded with rose gold. It is pierced in the middle and fastened to a short silver rod, allowing it to spin freely.

Activation: An *amber pinwheel* has two abilities, both activated by setting it into the ground and speaking a command word (a standard action). The effects last for up to 12 hours, though if the pinwheel is dislodged from its location, its effects end immediately. Each command word can be used only once per day. Anyone who grasps an *amber* pinwheel receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: One command word causes an *amber* pinwheel to create an invisible dome of force 10 feet high and 20 feet in diameter. The dome blocks particulate matter (dust, sand, snow, and the like) and nonmagic projectiles of any size. Magic projectiles, spells, water, gas attacks, and wind (but not flying debris) can pass through the dome. This applies within the dome as well; for example, someone inside the dome can't fire nonmagical ranged attacks at a foe on the outside. Any material covering the dome when this effect ends fills the space formerly occupied by the dome.

A second command word creates the illusion of a sand dune with the same dimensions as the dome of force. Both abilities can be in effect at once.

Aura/Caster Level: Moderate abjuration and illusion; CL 10th.

Construction: Craft Wondrous Item, *hallucinatory terrain, wall of force,* 1,950 gp, 156 XP, 4 days.

Weight: 3 lb.

Price: 3,900 gp.

AZURE SKULLCAP

In addition to their obvious protective qualities, these items are popular among spellcasters for use as hidden weapons for when all else fails.

Description: This large, brilliant blue dragon scale is edged in mithral and set with blue sapphires and tourmalines in a decorative pattern. It fits snugly over the head, occupying space on the body as a magic helm or hat.

Activation: The resistance and bonus to natural armor function continuously while worn. Once per day, the wearer can use lightning bolt with a purely mental standard action.

Anyone donning an *azure skullcap* receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: An *azure skullcap* grants its wearer resistance to electricity 5 and a +1 enhancement bonus to natural armor. In addition, the wearer can use it to produce a lightning bolt effect.

MAKING DWEOMERED DRAGON SCALES SPECIAL

Normally, the creator of a dweomered dragon scale simply purchases the scale as part of the gold piece creation cost of the item. This cost assumes that the creator uses many rare components while shaping the magic item and represents the investment of time and money required to acquire them. However, you can add more flavor to these magic items by adding different requirements to the creation process, such as the following.

Player characters must go on a quest for a dragon scale in addition to paying the normal costs to create the item. (Alternatively, a successful quest eliminates the gold or XP cost of creating the item.)

The scale must come from a living dragon that refuses to surrender one of its scales. Further, if the dragon dies, the dweomered scale will lose some of its power.

The scale must be given willingly by its dragon owner in order to be used in the magic item. (Alternatively, a scale not given willingly does not eliminate the gold or XP cost of creating the item.)

The scale must come from a dragon that died very recently.

Dragons shed scales the way humans shed hair, so the PCs must merely be brave enough to enter a dragon's lair and take the prized component.

Aura/Caster Level: Moderate abjuration and evocation; CL8th.

Construction: Craft Wondrous Item, *barkskin, lightning boll, resist energy*, 7,500 gp, 600 XP, 15 days.

Weight: 1 lb.

Price: 15,000 gp.

BERUTO OF THE CARP DRAGON

This belt grants its wearer a swim speed and the ability to breathe water.

Description: Decorated with seashells. this hemp belt has a buckle fashioned from a yu lung dragon scale.

Activation: A *beruto of the carp dragon* functions continuously while worn, occupying the same body slot as a belt. When first donned, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: The wearer gains the ability to breathe water normally but loses the ability to breathe air. He also gains a swim speed equal to his base land speed, along with the other benefits of having a swim speed (see Movement Modes, MM 311). After removing the *beruto of the carp dragon*, the wearer resumes breathing air.

Aura/Caster Level: Moderate transmutation; CL 7th.

Construction: Craft Wondrous Item, *water breathing*, 1,100 gp, 88 XP, 3 days.

Weight: 1 lb.

Price: 2.200 gp.

BRASSY BRACERS

These bracers sear enemies with boiling heat while diverting their attacks.

Description: This pair of brass dragon scales, each about the size and shape of a man's fist, are edged in mithral and set with moonstones in a spiral pattern. Affixed to the back of each is a buckle and leather strap so they can be worn on the forearms.

Activation: Once per day, the wearer can create a shield of superheated air with a purely mental swift action. Anyone donning the brassy bracers receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: Activating the brassy bracers surrounds the wearer in a swirling shield of superheated air for up to 10 rounds. The shimmering heat waves provide concealment for him, imposing a 20% miss chance on attacks made against him. The wearer can deactivate the effect as a standard action.

In addition, the heat deals 2d6 points of fire damage to any creatures striking the wearer with a natural attack or nonreach melee weapon. The wearer is immune to the heat damage of his own bracers.

Aura/Caster Level: Moderate abjuration and illusion; CL 10th.

Construction: Craft Wondrous Item, *blur, fire shield*, 2,550 gp, 204 XP, 6 days.

Weight: 1 lb.

Price: 5,100 gp.

BRONZED CUFF

Anyone who wears this scale can summon a powerful whip of pure energy.

Description: Shaped to fit easily on a creature's wrist, this bronze dragon scale is set with a pair of tiger's eye topazes and rimmed with bronze studs.

Activation: Twice per day, the wearer can summon the whip with a swift action. It can be dismissed with a free action. Anyone donning a bronzed cuff receives mental instructions in Draconic on the effects of the item and how to activate it.

A bronzed cuff can be worn with magic bracers on the same arm without affecting the ability of either magic item, but it does not work when a magic ring is worn on the hand of the same arm.

Effect: When a *bronzed cuff* is activated, a *+1 brilliant energy shock whip* appears in the hand of the arm wearing the cuff. (If that hand already holds an object, the cuff fails to activate.) The whip remains for 5 rounds or until dismissed; otherwise, it cannot leave the hand of the wielder for any reason.

Aura/Caster Level: Strong conjuration; CL 16th.

Construction: Craft Wondrous Item, full lightning or lightning boll, continual flame, gaseous form, 9,000 gp, 720 XP, 18 days.

Weight: —.

Price: 18,000 gp.

CRIMSON CLAW

Easy to conceal from a casual search, a crimson claw is another handy hidden weapon for any character.

A red dragon, up close and personal

Illus. by D. Bircham

Description: This small red dragon scale resembles a false fingernail for a linger or claw. It is decorated With a flame pattern in delicate gold leaf and magically adheres to cover the wearer's existing nail. A DC 15 Search check reveals that the Crimson *daw* isn't simply a painted part of the wearer's body.

Activation: The resistance and bonus to natural armor function continuously while worn (occupying space on the body as a glove or gauntlet). Once per day, the wearer can produce a burning bonds effect with a purely mental standard action.

Anyone donning a *crimson claw* receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: A crimson claw grants its wearer resistance to fire 5 and a +1 enhancement bonus to natural armor. In addition, the wearer can use it to produce a *burning hands* effect.

Aura/Caster Level: Faint abjuration and evocation; CL 5th.

Construction: Craft Wondrous Item, *barkskin, burning hands, resist energy,* 5,000 gp, 400 XP, 10 days.

Weight: —.

Price: 10,000 gp.

CUPRIC BROOCH

Originally created by the dap to allow their most loyal slaves to navigate the Elemental Plane of Earth and earthen barriers on the Material Plane, these handy brooches have slipped out into the world at large.

Description: This small copper dragon scale is set in a rectangular granite frame affixed to a metal pin.

Activation: Three times per day, the wearer can activate a cupric brooch as a full-round action. Anyone donning a *cupric brooch* receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: When activated, a *cupric brooch* enables its wearer to move and breathe freely when passing through any type of stone or earth (but not magma or lava). This effect does not grant the wearer the ability to see within stone or earth, and his speed is likely halved along with the other effects of blindness. The wearer travels as though walking (or swimming, if that would result in a faster movement rate) and can move in any direction. He can't use the brooch to pass through stone or earthen creatures. The effect lasts for 1 minute.

Aura/Caster Level: Moderate transmutation; CL 9th.

Construction: Craft Wondrous Item, *meld into stone, passwall,* 11,000 gp, 880 XP, 22 days.

Weight: —.

Price: 22,000 gp.

DARK CLASP

This innocuous item extends the reach of attacks, surprising enemies who foolishly believe themselves beyond danger.

Description: This purple-black deep dragon scale comes in two parts, which fit together to form a twining serpent. A *dark clasp* usually fastens a cloak, but it can secure any type of clothing, occupying space on the body as an amulet. The wearer of a *dark clasp* gains a slightly ophidian feature, usually vertical pupils.

Activation: Three limes per day, a *dark clasp* can be activated with a swift action. Anyone who wears the clasp receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: The *dark clasp* allows its wearer to make a single melee attack with a reach 5 feet longer than normal by elongating the arm (or similar body part) delivering the attack. The attack must be made with one limb, so the wearer can not gain greater reach with a weapon that is wielded in two hands.

Alternatively, the wearer can perform a single move action or standard action (such as picking up a set of keys outside a cell) with 5 additional feet of reach. Again, this effect applies only to actions that can be performed with one limb.

Aura/Caster Level: Faint transmutation; CL 3rd.

Construction: Craft Wondrous Item, mage hand, 1,200 gp, 96 XP, 3 days.

Weight: —.

Price: 2,400 gp.

EBON MASK

This mask provides minor defensive properties and also lets its wearer avoid the dangers of drowning—useful when exploring the marshy lairs of black dragons.

Description: This dull black dragon scale is edged in iron. It is roughly triangular in shape and slightly larger than a human fist when not worn.

Activation: An *ebon mask* functions continuously while worn, occupying space on the body as goggles or lenses. If held to the face, it magically adheres to cover the nose and mouth. Anyone donning an ebon *mask* receives mental instructions in Draconic on its effects. Only the wearer can remove an ebon *mask* unless he is unconscious or killed, in which case it detaches easily.

Effect: An ebon *mask* grants the ability to breathe water but does not prevent the wearer from breathing air. It also grants resistance to acid 5 and a +1 enhancement bonus to natural armor.

While highly prized for its benefits, an ebon *mask* has a drawback: It muffles speech, imposing a 20"o chance of spell failure when the wearer attempts to cast spells with verbal components.

Aura/Caster Level: Moderate abjuration and transmutation; CL 6th.

Construction: Craft Wondrous Item, *barkskin, resist energy, water breathing,* 4,500 gp, 360 XP, 9 days.

Weight: 1 lb.

Price: 9,000 gp.

EMERALD EYE PATCH

Prized by characters who explore dark forests and jungles, this patch also comes in handy for anyone searching for just the right herb or spice.

Description: This scintillating green dragon scale is 2 inches in diameter and features a faceted emerald in its center.

Activation: Activating either effect of the *emerald eye patch* requires a standard action. The rebuke/command plant creatures effect functions three times per day, while the *detect plants* effect can be used at will.

If it is held to the face, the patch magically adheres to cover one eye. Anyone donning an emerald *eye patch* receives mental instructions in Draconic on the effects of the item and how to activate it. Only the wearer can remove the patch unless she is unconscious or killed, in which case it detaches easily.

Effect: The wearer of an emerald *eye patch* can rebuke or command plant creatures, just like the granted power of the Plant domain, as a 10th-level cleric. In addition, the wearer can *detect plants* at will as if using the *detect animals or plants* spell (PH 218), but this ability detects only plants.

Aura/Caster Level: Moderate divination and transmutation; CL 10th.

Construction: Craft Wondrous Item, control plants, 6.000 gp,4S0XP, 12 days.

Weight: —.

Price: 12,000 gp.

FANGED RING

This item is useful to any character who frequently finds herself unarmed, though monks and similar martial artists prize it most highly.

Description: Protruding 3 inches above its setting, this gray fang dragon scale is set in a heavy gold band. The ring appears cumbersome but does not interfere with any actions.

Activation: A *fanged ring* functions continuously while worn. Anyone donning the ring receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: A *fanged ring* grants its wearer the Improved Unarmed Strike feat and the Improved Natural Attack (unarmed strike) teat. It the wearer deals a critical hit with an unarmed strike, he also deals 1 point of Constitution damage to the creature struck.

Aura/Caster Level: Strong transmutation; CL 12th.

Construction: Forge Ring, *divine power, poison.* 5.000 gp, 400 XP, 10 days.

Weight: —.

Price: 10,000 gp.

FIERY KABUTO OF THE CELESTIAL DRAGON

In addition to being a badge of honor and loyalty, this helm grants immunity to cold and fire and burns would-be attackers.

Description: This extremely ornate helm is decorated with red and yellow enamel and features a large t'ien lung dragon scale as its central decoration.

Prerequisite: While this item functions for any character, wearing a kabuto is a right normally reserved for samurai (see *Oriental Adventures* or *Complete Warrior*), Other characters who wear this item risk drawing the ire of those who hold to such standards of honor. In campaigns that don't include samurai, the *fiery kabuto* is most appropriate for paladins, knights (see *Player's Handbook* II), and similarly honorable characters.

Activation: Activating or turning off a fiery kabuto requires a standard action; expanding the diameter of the sphere of flame requires a full-round action. It functions once per day. When first donned, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: A fiery *kabuto of the celestial dragon* creates a sheath of fire around its wearer that lasts for 10 rounds. The wearer is immune to the helm's flames and also gains immunity to cold and fire. Furthermore, the flames deal 1d6 points of fire damage to any creature that strikes the wearer with a natural weapon or nonreach melee weapon.

The wearer can attempt a DC 15 Concentration check as a full-round action to expand the size of the flames to a 20-foot-radius sphere. Each creature within the sphere takes 2d6 points of fire damage each round at the end of the wearer's turn, but they no longer take damage from striking him.

Aura/Caster Level: Strong evocation; CL 13th.

Construction: Craft Wondrous Item, *fires of purity* (*Oriental Adventures*) or lire shield, 4,500 gp, 460 XP, 9 days.

Weight: 3 lb.

Price: 9,000 gp.

GOLDEN VISOR

When worn as part of a helm, this item grants its wearer keen senses similar to those of a dragon, as well as a menacing aura to keep foes at bay.

Description: This gold dragon scale is edged in steel and pierced with viewing slits, looking very much like the visor of a helmet.

Activation: A *golden visor* must be attached to a helm to function, occupying space on the body as goggles or lenses. While the helm is worm, its darkvision and low-light vision effects function continuously, and the wearer can activate blindsense and the aura of menace each once per day as a standard action. The wearer receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: The wearer of a helm fitted with a *golden visor* gains darkvision out to 60 feet and a dragon's low-light vision (seeing four times as well as a human in low-light conditions). Once per day, the visor also grants blindsense out to 30 feet.

In addition, the wearer can generate an aura of menace once per day. An enemy with fewer Hit Dice than the wearer who tries to approach within 20 feet of him must succeed on a DC 20 Will save or be unable to approach for 1 round. If the wearer moves closer to an affected creature, the effect is broken for that creature, and it gains immunity to the aura for 24 hours.

Aura/Caster Level: Moderate divination and enchantment; CL 11th.

Construction: Craft Wondrous Item, *clairaudience/clairvoyance, darkvision, invisibility purge, repulsion,* 12,000 gp, 960 XP, 24 days.

Weight: 1 lb.

Price: 24,000 gp.

IYARINGU OF THE EARTH DRAGON

This handy earring makes it easier for its wearer to cross difficult terrain.

Description: This large, gaudy earring is fashioned from a peacocklike quill of a li lung dragon and decorated with jade beads and pieces of red coral.

Activation: An *iyaringu* functions continuously while worn, occupying space on the body as a hat or headband. When first worn, it telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: An *iyaringu of the earth dragon* grants sure tooting, allowing the wearer to move at his normal speed through bogs, rubble, and undergrowth (see DMG Chapter 3 for more details on terrain). He can remain standing even during an earthquake.

The earring has the same effect when the wearer encounters similar magical obstacles, but it does not negate any damage that might be dealt. For example, the wearer is not reduced to half speed in the area of a *spike stones* spell, but he still takes 1d8 points of damage for every 5 feet of movement.

Aura/Caster Level: Faint transmutation; CL 5th.

Construction: Graft Wondrous Item, *freedom of movement,* 3,750 gp, 300 XP, 8 days.

Weight: —.

Price: 7,500 gp.

KODATE OF THE SPIRIT DRAGON

This tiny shield is ideal for spies and other stealthy characters who need to slip in or out of tight spots.

Description: This buckler is fashioned from silver-plated steel and has a shen lung dragon scale embedded in its center.

Activation: The enhancement bonus and the ability to speak and understand the Spirit Tongue function while the *kodate* is held. Twice per day, the owner can become ethereal as a swift action. When first held, the buckler telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: A *kodate of the spirit dragon* functions as a +1 buckler, and its owner can speak and understand the Spirit Tongue. When activated, the item renders its owner ethereal for 1 round, similar to the *ethereal jaunt* spell (PH 227).

Aura/Caster Level: Moderate abjuration and transmutation; CL 10th.

Construction: Craft Magic Arms and Armor, *ethereal jaunt, tongues,* 3,165 gp, 240 XP, 6 days.

Weight: 6 lb.

Price: 6,165 gp.

KURIBUNE OF THE RIVER DRAGON

Small enough to be carried in a box, this scale expands into a lull-size rowboat.

Description: This 6-inch-diameter chiang lung dragon scale is decorated with blue and green enamel, the interior studded with freshwater pearls arranged like benches in a tiny rowboat. It is usually stored in a watertight black lacquer box.

Activation: To activate a *kuribune,* the owner must place it in contact with water and speak the command word (a standard action). He can return it to dragon scale form by sprinkling a handful of sand or dirt into the boat (another standard action). When first grasped, a *kuribune* telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: When activated, a *kuribune of the river dragon* enlarges into a normal 12-foot rowboat that can hold up to three Medium creatures. The boat obeys simple one-word commands (such as "start," "stop," "left," "right," and so on) spoken by someone sitting in the prow, and it travels at a constant speed of 10 feet per round (subject to the current and rowing).

Aura/Caster Level: Strong transmutation; CL 12th.

Construction: Craft Wondrous Item, Craft (shipmaking) 5 ranks, *contingency, fabricate, find the path,* 1,500 gp, 240 XP, 3 days.

Weight: 1 lb.

Price: 3,000 gp.

OPALESCENT AMULET

Treasured by those who hunt in the frostfell. this item protects its owner from the common dangers of that deadly realm.

Description: This milky white dragon scale is framed by a silver setting and hangs from a filigree chain. Tiny opals stud the surface of the scale in a snowflake pattern.

Activation: An *opalescent amulet* functions continuously while worn. Anyone donning it receives mental instructions in Draconic on its effects.

Effect: An *opalescent amulet* grants the icewalking ability of a white dragon, which functions as the spider climb spell (PH 283) but only in icy areas. The wearer also gains resistance to cold 5 and a +1 enhancement bonus to natural armor.

Aura/Caster Level: Moderate abjuration and transmutation; CL 6th.

Construction: Craft Wondrous Item, *barkskin, resist energy, spider climb,* 4,500 gp, 360 XP, 9 days.

Weight: —.

Price: 9,000 gp.

PEARLY OKIMONO OF THE SEA DRAGON

Many ship captains keep a *pearly okimono of the sea dragon* in their cabins, although smaller vessels have one mounted on their bows for decoration. It is a mark of prestige to possess one, since these items greatly benefit warships, exploratory vessels, and fishers alike.

Description: This ornate lung wang dragon scale is 12 inches in diameter and inlaid with mother-of-pearl, coral, and white pearls depicting an ocean scene.

Activation: An *okimono* functions continuously as long as it is affixed to a water vessel. When first grasped, it telepathically instructs the owner (simultaneously in the Spirit Tongue and Draconic) on the effects of the item and how to activate it.

Effect: When carried aboard a waterborne vessel, a pearly *okimono of the sea* dragon grants a +5 bonus on any Profession (sailor) checks made to control the ship by someone on the vessel. It also increases the vessel's hardness by 5 and halves any chance that the ship will capsize in rough water.

Aura/Caster Level: Moderate divination and transmutation; CL 11th.

Construction: Craft Wondrous Item, *commune with nature* or *commune with greater spirit* (see Oriental Adventures), control *winds, ironwood,* 3,750 gp. 300 XP, 8 days.

Weight: 6 lb.

Price: 7,500 gp.

SHADOWY DIADEM

This headband can cloak its wearer in a sudden shroud of darkness and protect him from the life-draining attacks of undead.

Description: This black iron headband is studded with onyx and black sapphires, with a triangular shadow dragon scale affixed to its center.

Activation: A *shadowy diadem* can be activated three times per day as a swift action. Its effects last for 10 rounds, or until the wearer enters the area of a spell of 3rd level or higher that has the light descriptor. Anyone donning the headband receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: A *shadowy diadem* cloaks its wearer in a swirling mass of darkness that provides concealment and grants immunity to energy drain effects.

Aura/Caster Level: Moderate abjuration and illusion; CL 7th.

Construction: Craft Wondrous Item, *blur, death ward,* 2.200 gp, 176 XP, 5 days.

Weight: 1 lb.

Price: 4,400 gp.

SONOROUS SCALE

Characters who are tired of having their prize jewelry swiped by thieves will find that this scale to be a shocking deterrent to would-be pickpockets.

Description: This song dragon scale is decorated with a variety of precious metals and gems with no discernible pattern or form.

Activation: Speaking a command word causes a sonorous scale to transform into an attractive piece of jewelry of the speaker's choice, such as a brooch, pendant, bracelet, circlet, or amulet. No matter what its shape, this item does not inhibit the function of any other magic item in use by its owner. After donning the jewelry, the wearer can touch it safely. but anyone else grabbing it will trigger the damage and keening effects. The wearer can speak a second command word to deactivate the keening, and a third to turn the jewelry back into a dragon scale, which can be touched safely by anyone.

Anyone who dons a *sonorous scale* receives mental instructions in Draconic on the effects of the item and how to activate it.

Effect: When activated, a *sonorous scale* acts purely as a theft deterrent. If someone tries to take the piece of jewelry from the wearer, it deals 3d8 points of electricity damage to the thief and emits a high-pitched keening sound that can be heard with a DC -20 Listen check (making it clearly audible up to 300 feet away, assuming no barriers exist). The noise stops only it the item is removed from the wearer, if the wearer is slain, or if the wearer deactivates the keening with a command word.

Aura/Caster Level: Moderate evocation; CL 6th.

Construction: Craft Wondrous Item, *alarm, shocking grasp,* 1,250gp, 100 XP, 3 days.

Weight: —.

Price: 2,500 gp.

STERLING COLLAR

Anyone who wears this collar can walk gracefully through the clouds like a silver dragon and also gains some of the creature's natural defenses.

Description: This silver dragon scale is expertly shaped to fit around the throat and is studded with chrysoberyls and white pearls.

Activation: The resistance to cold and natural armor bonus granted by the sterling collar function continuously while the item is worn. Once per day. the wearer can activate the ability to walk on clouds (an immediate action) for up to 10 minutes.

Effect: A sterling collar grants resistance to cold 5 and a +1 enhancement bonus to natural armor. In addition, the wearer can walk on clouds just as a silver dragon does; treat this as an *air walk* spell (PH 196) that works only in log or clouds.

Aura/Caster Level: Moderate abjuration and transmutation; CL 9th.

Construction: Craft Wondrous Item, *air walk, barkskin, resist energy*, 6,000 gp, 480 XP, 12 days.

Weight: 1 lb.

Price: 12,000 gp.

TAREKAZARI OF THE COILED DRAGON

This jeweled amulet allows its owner to speak with a dead creature or to prevent a fallen comrade from being reanimated.

Description: This amulet is fashioned from a pan lung dragon scale decorated with silver and amethysts. It hangs from a silver chain and bears an inscription that reads "Honor thine ancestors" in Draconic.

Activation: To activate a *tarekazari*, its owner must place the amulet on the remains of a creature and speak the command word (a standard action). It functions once per day. When first grasped, the amulet telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on its effects and how to activate it.

Effect: When activated, a *tarekazari of the coiled dragon* first recites the names of five generations of the dead creature's ancestors. It then allows three questions to be asked of the creature's spirit, subject to all the restrictions of a *speak with dead* spell (PH 2S1) cast by a 7th-level caster.

Alternatively, the creature's remains can be rendered immune to reanimation as an undead creature by any effect. This immunity is permanent.

The tarekazari does not permit questioning a creature's spirit and then rendering the same creature immune to reanimation—one effect must be chosen.

Aura/Caster Level: Moderate divination and transmutation; CL 7th.

Construction: Craft Wondrous Item, *hallow or dispel taint* (see Oriental Adventures), *legend lore, speak with dead*, 1,800 gp, 144 XP, 4 days.

Weight: —.

Price: 3,600 gp.

WATERY HACHIMAKI OF THE TYPHOON DRAGON

By channeling the mighty power of a tun mi lung dragon, this headband grants control of the wind and the rain.

Description: This blue silk headband is sewn with black pearls and features a tun mi lung dragon scale as its central ornament.

Activation: Activating the *hachimaki* requires a standard action. Each of its effects functions once per day. When first donned, the item telepathically instructs the wearer (simultaneously in the Spirit Tongue and Draconic) on its effects and how to activate it.

Effect: A *hachimaki* can be used to produce a *control weather* effect and a *control winds* effect, each once per day.

Aura/Caster Level: Strong transmutation; CL 13th.

Construction: Craft Wondrous Item, *control weather, control winds*, 12,000 gp, 960 XP, 24 days.

Weight: —.

Price: 24,000 gp.

LEGACY ITEM: WYRMBANE HELM

Fashioned from the skull of a young blue dragon, the Wymbane Helm is an open-faced helmet of fearsome appearance. The dragon's skull is merely decorative, riveted to a plain helm of blue steel and studded leather beneath. The *Wyrmbane Helm* is rather bulky, but because dragonbone is light and strong, it's not much heavier than a normal helmet.

The *Wyrmbane* Helm is a legacy item, and as such relies on the rules presented in *Weapons of Legacy*.

Nonlegacy Game Statistics: *Helm of minor electricity resistance*; Cost 2,000 gp. The helm provides its wearer with resistance to electricity 5.

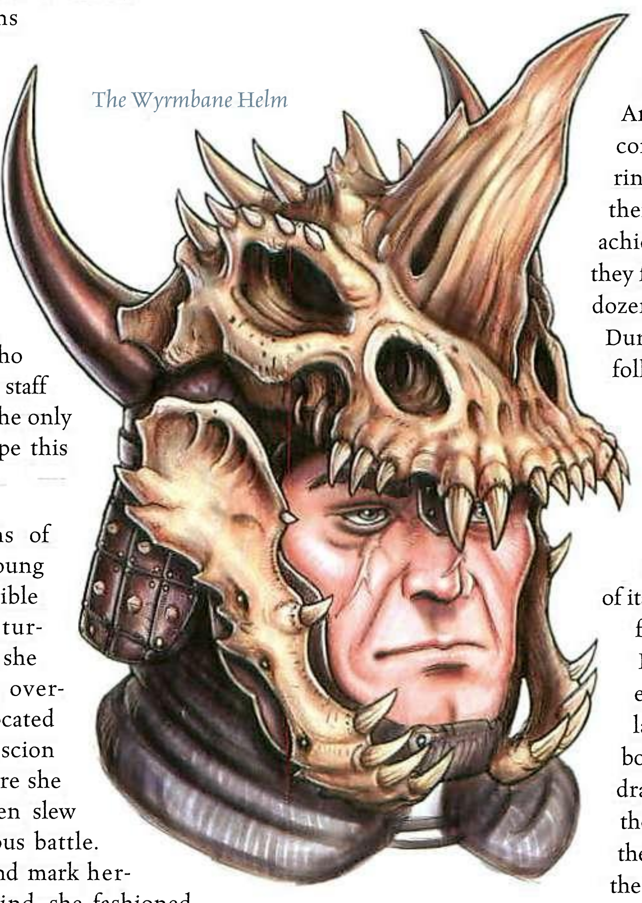
Omen: A dry, acrid scent lingers about the helm—the sharp smell of lightning in the air. Small blue-white sparks fly from the wearer's weapons when he strikes a blow in combat, or from his hands when he casts an evocation spell. The sparks are harmless.

HISTORY

Long ago, a human realm named Solon sat in the vast deserts and steppes of the east. A kingdom of sorcerous warlords, it arose from the wreckage of an even older empire of vast magical might. Solon competed with other successor-states for dominion over the lands of the east, and it also battled the mighty blue wyrm Sturykkazynarr, ruler of the dusty desert to the south. **(DC 10)**

Sturykkazynarr was the unquestioned lord of a large, fierce clan of blue dragons, and commanded the fealty of no small number of brown and fang dragons, as well. Through the dragons sworn to serve him, Sturykkazynarr held sway over legions of weaker monsters and savage humanoid tribes. For centuries, vicious dragons and their minions preyed on caravans and outposts in the southern portions of Solon, while Soloni warmages and eldritch knights fought back with spells and swords.

Tiphera tir-Yseldre grew up on the southern marches of Solon, the daughter of a minor lord who had been sent to the most dangerous frontier of the realm by the cruel King Andizen. Lord Yseldre fought for years to protect his remote fief from the depredations of Sturykkazynarr's brood, while raising his family as best he could. Finally, the noble's efforts aroused the blue wyrm's ire. Sturykkazynarr descended on the Yseldre stronghold and destroyed it, killing Lord Yseldre and as many of his family and retainers as he could catch. Tiphera. who was away studying sword and staff in the imperial capital, was the only member of her family to escape this fate. (**DC 15**)



The Wyrmbane Helm

Devastated by the deaths of so many loved ones, the young eldritch knight swore a terrible oath of vengeance against Sturykkazynarr. Leaving Solon, she set out to deal with the vile overlord and its kin. First, she located the lair of Vurkkazynarr, a scion of the great blue wyrm. where she defeated his guards and then slew the young dragon in a furious battle. To honor her fallen family and mark herself as an enemy to dragonkind. she fashioned the skull of Vurkkazynarr into the *Wyrmbane Helm*. (**DC 18; Trial by Dragonbreath**)

For the next ten years. Tiphera waged an unrelenting campaign against the dragons of the southern desert and all their minions. She became an accomplished dragonslayer and a greatly celebrated hero of Solon. Under King Andizen's rule, the realm had become decadent and corrupt; the merchants and lords of the capital ignored the long war raging on the frontier, spending their gold and effort in schemes against each other. But Tiphera's exploits heartened the common folk of the realm. She was courageous and determined, while the rulers were cunning and false: she acted while they did nothing. Tiphera became more popular and admired than any lord of Solon. (**DC 25; Enemy of Wyrms**)

King Andizen grew jealous of the famous dragonslayer. With every success, she weakened his own grip on the populace. Remembering his old rivalry with her father and fearing that she would eventually depose him. Andizen decided on treachery. He could not move against her directly, because that would provoke the populace. So the Soloni king struck a secret deal with Sturykkazynarr. offering to deliver Tiphera into the wyrm's clutches. The great dragon agreed to the bargain, eager to exact his own vengeance against the impudent human who had slain so many of his brood.

Andizen lured Tiphera and her companions to a palace in the Raurinshield Mountains by inviting them to a public celebration of their achievements. But when they arrived, they found only Sturykkazynarr and a dozen of his most powerful dragons. During the tremendous battle that followed, the heroes perished, but not before Tiphera slew Sturykkazynarr. (**DC 25**)

King Andizen cleverly hailed the fallen Tiphera tir-Yseldre as a great hero whose sacrifice had rid the kingdom of its nemesis and saved his own life from an insidious dragon attack. He had a spectacular mausoleum erected on the site of Tiphera's last victory and interred her body there, attired in her famous dragonskull helm. But soon after the dragonslayer was laid to rest, the *Wyrmbane Helm* vanished from the tomb.

In the centuries since, the *Wyrmbane Helm* has been connected with a number of other heroes, often warrior-wizard dragonslayers much like Tiphera. (**DC 31; Honor the Fallen**)

LEGACY RITUALS

Three rituals are required to unlock all the abilities of the *Wyrmbane Helm*.

Trial by Dragonbreath: You must singlehandedly defeat one evil dragon with a Challenge Rating that is equal to or greater than your character level minus 1. *Cost:* 1,500 gp; *Feat Granted:* Least Legacy (*Wyrmbane Helm*).

Enemy of Wyrms: You must travel to the lair of a great wyrm and there perform a ritual that marks you as an enemy of dragonkind. The lair need not be currently occupied, so

Illus. by J. Carlisle

one that a deceased great wyrm used long ago suffices. You must stand vigil in the lair for 24 hours while burning rare incense and herbs, and then scar your face with the tooth of an evil dragon (a small scar will do). From that day forward, you take a –4 penalty on any Diplomacy check made against a dragon. Cost: 11,500 gp; *Feat Granted:* Lesser Legacy (*Wyrmbane Helm*).

Honor the Fallen: You must visit the tomb of Tiphera tir-Yseldre in the city of Solon and pay homage to the first wearer of the helm, performing funerary rites for three days. Unfortunately, the Soloni hinterlands have become a monster-infested wilderness, and powerful undead haunt Tiphera's mausoleum. Cost: 39,000 gp; *Feat Granted:* Greater Legacy (*Wyrmbane Helm*).

WIELDER REQUIREMENTS

Most wielders of the Wyrmbane Helm combine both arcane power and skill at arms. Paladin/sorcerers, hexblades (see *Complete Warrior*), duskblades (see *Player's Handbook* II), and warmages (see *Complete Arcane*) gain the most benefit from the V^mnbone Helm.

WYRMBANE HELM WIELDER REQUIREMENTS

Ability to cast 2nd-level arcane spells
Base attack bonus +3
Proficient with martial weapons
Ability to speak Draconic

THE WYRMBANE HELM

	—Personal Costs—			
Wielder Level	Attack Penalty	Hit Point Loss	Spell Slot Loss	Abilities
5th	—	—	—	Cause fear 5/day
6th	—	2	1st	Courage
7th	—	2	—	—
8th	–1	—	2nd	Lightning boh 1/day
9th	—	2	—	—
10th	—	—	3rd	Dragonbane
11th	—	—	—	—
12th	–2	—	—	Blindsense
13th	—	2	—	—
14th	—	—	4th	Charisma boost
15th	—	2	—	—
16th	—	—	5th	Sudden Empower
17th	—	—	—	Frightful presence
18th	–3	—	—	Immune to electricity
19th	—	2	—	Strength boost
20th	—	—	6th	Lightning breath

LEGACY ITEM ABILITIES

All the following are legacy item abilities of the *Wyrmbane* Helm.

Cause Fear (Sp): Starling at 5th level, you can use *cause fear* as a spell-like ability five times per day (caster level 5th). The save DC is 11 or 11 + your Cha modifier, whichever is higher.

Courage (Su): Starting at 6th level, you gain a +4 morale bonus on saving throws against fear effects.

Lightning Bolt (Sp): Starting at 8th level, you can use *lightning bolt* as a spell-like ability once per day (caster level 7th). The save DC is 14 or 13 + your Cha modifier, whichever is higher.

Dragonbane (Su): Starting at 10th level, you are anathema to dragons of all kinds. Any melee weapon you wield gains a +2 enhancement bonus and deals an extra 2d6 points of damage when you attack a creature of the dragon type. This benefit doesn't stack with the bane weapon special ability.

In addition, any spell you cast that deals damage to a dragon deals an extra 2d6 points of damage to that dragon, if the spell allows a saving throw, the DC of the saving throw increases by 2. A successful save either halves or negates the extra damage, depending on how the normal damage dealt by the spell is affected by a successful save. A single spell can never deal this extra damage more than once per casting. However, if a spell deals damage for more than 1 round, it deals the extra damage in each round.

Blindsense (Su): Starring at 12th level, you gain blindsense out to 30 feet as long as you wear the *Wyrmbane Helm*. You automatically pinpoint invisible opponents, but they still have total concealment against your attacks.

Charisma Boost (Su): Starting at 14th level, you gain a +4 enhancement bonus to your Charisma as long as you wear the *Wyrmbane* Helm.

Sudden Empower (Su): At 16th level, you gain the ability to apply the Empower Spell metamagic feat to any spell you cast without increasing the level of the spell or preparing it ahead of time. You can use this ability three times per day.

Frightful Presence (Su): When you charge, attack, or cast a spell while wearing the helm, your frightful presence might affect enemies within 30 feet who have fewer Hit Dice than you. Creatures of 4 or fewer Hit Dice become panicked for 1 minute, and creatures of 5 or more Hit Dice become shaken fori minute. A successful Will save (DC 17 or 15 + your Cha modifier, whichever is higher) negates either effect. Whether the saving throw succeeds or fails, the creature is immune to your frightful presence for 24 hours. Dragons are immune to your frightful presence regardless of their Hit Dice.

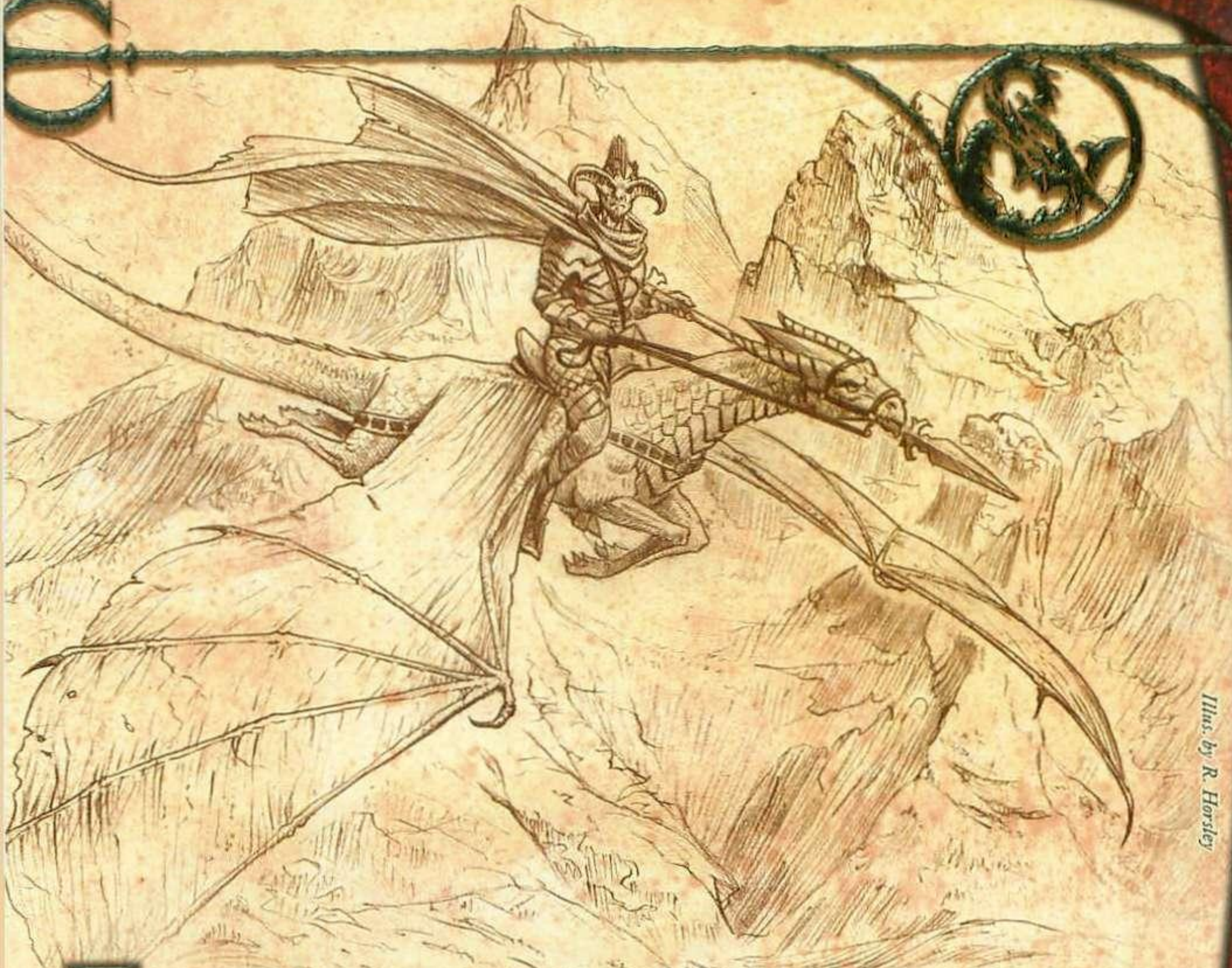
Immune to Electricity: Starting at 18th level, you are immune to electricity damage as long as you wear the Wyrmbane Helm.

Strength Boost (Su): Starting at 19th level, you gain a +6 enhancement bonus to your Strength as long as you wear the helm.

Lightning Breath (Su): At 20th level, you gain a breath weapon equivalent to that of an adult blue dragon, except that you can use it only three times per day and never in consecutive rounds. Your lightning breath deals I2d8 points of damage in a 100-foot line(DC25 or 20 + your Con modifier, whichever is higher).

DRACONIC BEASTS

CHAPTER FOUR


Illus. by R. Horsley

In a world where the influence of dragons reaches into every aspect of an adventurers life, new creatures related to and descended from dragons abound. When dragons go beyond simply ignoring the lesser races and begin taking an active hand, their blood inevitably mingles with that of other creatures—in fact, dragons are one of the few beings that can mate and produce offspring with almost any other race. As such, their spawn fill the world just as humanoid offspring do, though perhaps not in such great numbers. When dragons roam the world and are commonplace in any locale, draconic creatures soon follow in their genetic wake.

Typically, half-dragons result from unions between dragons and other creatures. Over time, these half-dragons mate with members of their nondragon parentage, producing offspring with weaker draconic blood. Eventually, entirely new beings emerge from such couplings, as these dragonblooded creatures mate with other close relatives and then again among themselves. The end result is a race of creatures that has touches of both draconic and nondraconic ancestry, yet retains almost none of the extraordinary powers that flow from dragon parentage.

Just as a dragon's half-breed offspring are never quite the same as the dragon, sometimes the offspring of true dragons diverge from their normal pattern of growth. On rare occasions, outside stimuli encourage evolution and change within dragons, granting them new abilities while sapping some of their more traditional powers. Indeed, as creatures with a strong link to the realm of magic, dragons are often susceptible to what is known as arcane evolution—that is, changes to the race as a result of magical influence. Similar to how the faintest trace of dragon blood can alter the appearance and behavior of an entire race, a slight magical alteration within a dragon can lead to unexpected or even unknown magical talents.

DRAKKEN

This book introduces a new classification of animal known as the drakken. Drakken are animals whose ancestry has draconic blood mixed in with that of a mundane race of animal. Essentially, drakken are to animals as sorcerers are to humans, possessing draconic blood and some physical characteristics but no supernatural abilities. Drakken are still considered animals—the dragon blood in their history has been diluted over time—but all are of the dragonblood subtype (see page 4). This chapter presents several unique drakken, though any normal animal of the dragonblood subtype could be considered a drakken.

Under normal circumstances, drakken won't serve as animal companions, though rare exceptions exist (see the phynxkin companion alternative class feature on page 13 for an example).

The key to understanding how dragons influence the creatures of the world, even other true dragons, is to realize that the inherent magic of dragonkind makes them both influential and unpredictable as parents. Almost anything is possible when it comes to *a* lineage rich with dragon blood, and when dragons meddle in the development of a world's ecology, entirely new creatures appear regularly.

ASPECT OF BAHAMUT

This long, sinuous dragon is covered in silver-while scales that sparkle and gleam with a light all their own. Its catlike eyes shift between the blue of an azure sky and the chill color of a frozen glacier, as its mood determines.

ASPECT OF BAHAMUT **CR 12**

LG Huge dragon (extraplanar)

Init +4; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision (4 x human); Listen +24, Spot +24

Aura frightful presence (120 ft., DC 22)

Languages Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Sylvan

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AC 25, touch 7, flat-footed 25 (–2 size, –1 Dex, +18 natural)

hp 179 (12 HD); **DR** 5/epic

Immune cold, sleep, paralysis

Fort +16, **Ref**+7, **Will** +14

Speed 30 ft. (6 squares), fly 100 ft. (good)

Melee bite + 22 (3d6+12) and 2 claws +17/+17 (2d6+6)

Space 10 ft.; Reach 10 ft.

Base Atk +12; **Grp** +32

Atk Options Cleave, Power Attack. Tempest Breath

Special Actions breath weapon

Abilities Str 34, Dex 9, Con 26, Int 23, Wis 24, Cha 23

Feats Alertness, Cleave, Improved Initiative, Power Attack, Tempest Breath

Skills Diplomacy +23, Handle Animal +21, Intimidate +21, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (nature) +21, Knowledge (the planes) +21, Knowledge (religion) +21, Listen +24, Ride +2, Search +19, Sense Motive +22, Spot +24, Survival +9

Frightful Presence (Ex) An aspect of Bahamut can inspire terror by charging, attacking, or flying overhead. Creatures within 120 feet of the dragon that have 11 HD or fewer must attempt a DC 22 Will save. Success indicates that the target is immune to the aspect's frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds. Those with 5 or more HD become shaken for 4d6 rounds.

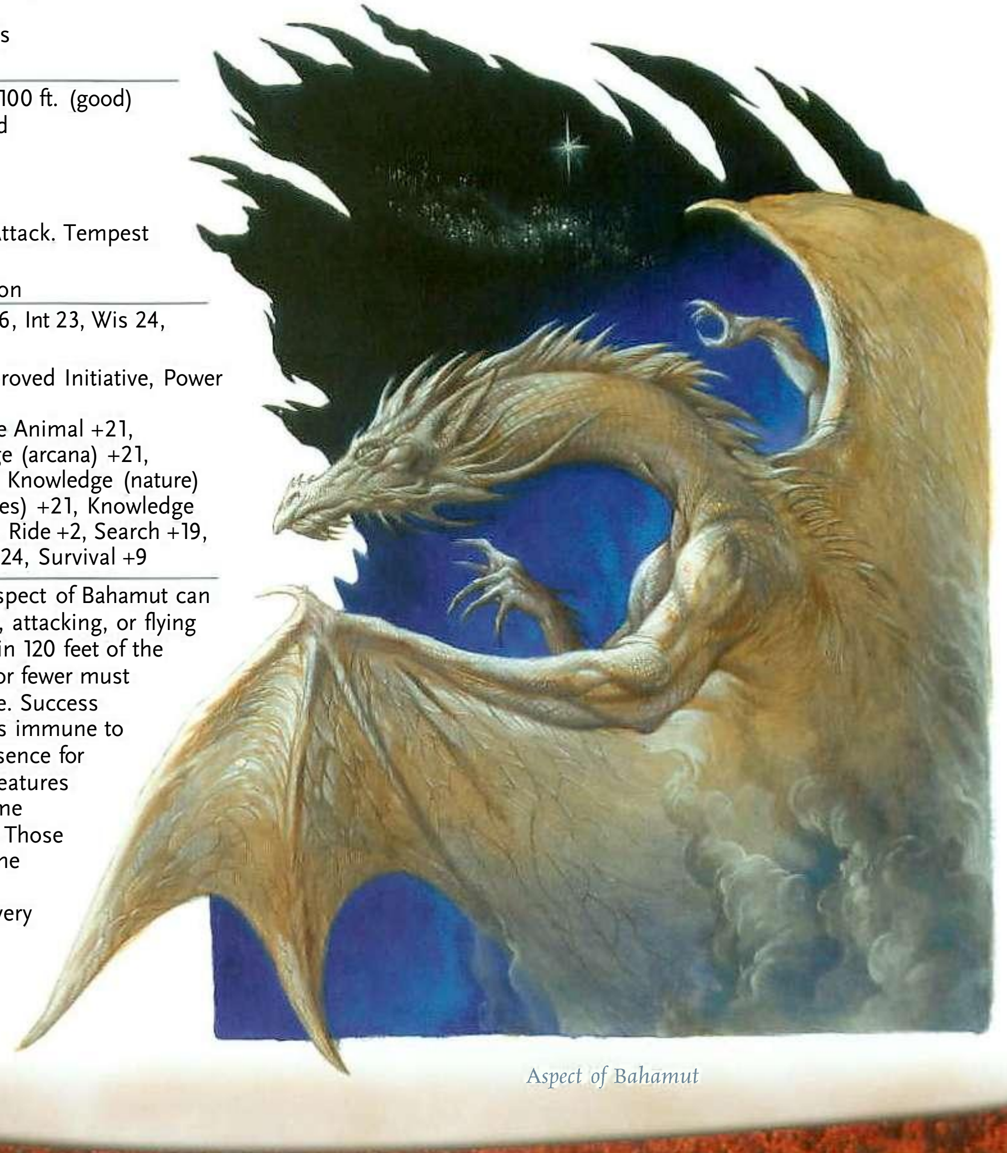
Breath Weapon (Su) Once every 1d4 rounds, 40-ft. cone, 12d6 cold, Reflex DC 24 half.

Tempest Breath When an aspect of Bahamut chooses to use this feat (see *Draconomicon)* in conjunction with its breath weapon, creatures in the area that fail a DC 18 Fortitude save are affected as by a windstorm *(DMG* 95) in adddition to taking normal damage. Because the breath weapon has an instantaneous duration, creatures ignore the checked effect unless they are airborne (in which case they are blown back 1d6x5 feet). If an aspect uses this ability, it adds 1 to the number of rounds it must wait before using its breath weapon again.

Note: This set of statistics supersedes those presented in *Races of the Dragon.*

The Platinum Dragon, King of the Good Dragons, Lord of the North—creatures honor Bahamut with all these titles and more. First among good dragons and most powerful of the good dragon deities, Bahamut is a sterling force for what is good and just in the world. Nevertheless, Bahamut rarely sends an aspect to aid his worshipers, allowing them to express their virtue by meeting evil's challenges on their own. Typically, an aspect of Bahamut appears only when the late of many good dragons is at stake, and then only when another evil deity, such as Tiamat, has thrown in on one side of the conflict.

Illus. by J. Easley



Aspect of Bahamut

STRATEGIES AND TACTICS

An aspect of Bahamut begins combat by breathing on foes. It then charges and bites the enemy who seems most wounded by the attack. Thereafter, it makes full attacks as it can until its breath weapon recharges, then uses its Tempest Breath feat to knock down Medium foes and blow away smaller enemies. If necessary, an aspect of Bahamut starts the cone within its space to catch several adjacent foes.

SAMPLE ENCOUNTER

Although Bahamut grants his aspect to aid his followers, the King of Good Dragons does not intervene beyond sending his emissary. Thus, when an aspect is dominated by evil, even good creatures can find themselves battling Bahamut's likeness.

Dominated Aspect (EL 13): Summoned by a worshiper's *planar ally* spell, an aspect of Bahamut was subsequently *dominated* by an evil sorcerer. Tasked by the sorcerer to turn good dragons against a human settlement, the *dominated* aspect has won the aid of a gullible juvenile silver dragon. Now, both attack a city of humans ill prepared to fight creatures that should be their friends.

Illus. by W. England

ASPECT OF BAHAMUT LORE

Characters with ranks in Knowledge (arcana) and Knowledge (religion) can learn more about aspects of Bahamut. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC	Result
22	The dragon deity Bahamut can send its aspect to aid worshipers.
27	An aspect of Bahamut can breathe a cone of cold and is immune to cold damage.

Knowledge (Religion)

DC	Result
22	Bahamut, the primary deity of metallic dragons, can send its aspect to aid worshipers. If Bahamut deems their need great enough, clerics of Bahamut can summon an aspect with a *planar ally* spell.
27	Bahamut is a force for good, but he rarely becomes directly involved in any conflict.
32	If Bahamut's aspect is present, it was likely sent to combat the wickedness of Tiamat, the primary deity of evil dragons.

ECOLOGY

An aspect of Bahamut doesn't contribute to the ecology of an area because it rarely remains there for longer than a few days. If it stays longer for some reason, the aspect retains a true dragon's ability to go for long periods without food and survive on minerals alone if necessary.

Environment: Bahamut's aspect appears wherever his worshipers' need is greatest.

Typical Physical Characteristics: An aspect of Bahamut appears as a long, sinuous dragon covered in silver-white scales that sparkle and gleam even in the dimmest light. Some describe the aspect's catlike eyes as the color of a midsummer sky, while others insist that they're a frosty indigo, like the heart of a glacier. Perhaps the two merely reflect the Platinum Dragon's shifting moods.

SOCIETY

An aspect of Bahamut acts in all ways as the deity would, garnering the same respect and reverence as if Bahamut himself had appeared. Although all good dragons pay homage to Bahamut, gold, silver, and brass dragons hold him in particularly high regard.

An aspect of Bahamut brooks no excuses for evil acts. In spite of this, it can be among the most compassionate beings in the multiverse, showing limitless empathy for the downtrodden, the dispossessed, and the helpless. The aspect urges Bahamut's followers to promote the cause of good, but it prefers to let them fight their own battles whenever possible. To Bahamut, it is better to offer information, healing, or a safe refuge than to carry others' burdens directly.

Clerics of Bahamut, whether dragons, half-dragons, or other beings attracted to Bahamut's philosophy, strive to take constant but subtle action on behalf of good, intervening wherever they are needed but trying to do as little harm as possible in the process. Many gold, silver, and brass dragons maintain simple shrines to Bahamut in their lairs, usually nothing more elaborate than Bahamut's symbol scribed on a wall.

TYPICAL TREASURE

Despite its draconic nature, an aspect of Bahamut does not typically carry or hoard Treasure. On exceedingly rare occasions, it might be tasked with carrying a particularly potent item to one of Bahamut's most fervent worshipers, or it might guard the treasure of a more powerful good dragon that went on a mission for the deity.

ASPECT OF TIAMAT

A nightmarish vision of hatred, rage, and might writhes into view. Five heads, each the color of a different chromatic dragon, spear you With their terrible gazes, momentarily shocking you into stillness as you take stock of the rest of the terrible creature. Beyond five sinuous necks is the creature's powerful and thickly scaled body, wings the size of ships' sails, and a long tail (Init ends in a scorpionlike barb.

ASPECT OF TIAMAT **CR 13**

LE Huge dragon (extraplanar)
Init +3; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision (4 x human); Listen +18, Spot +18
Languages Abyssal, Common, Draconic, Giant, Goblin, Infernal

AC 25, touch 7, flat-footed 25 (–2 size, –1 Dex, +18 natural)
hp 174 (12 HD); **DR** 5/epic
Immune sleep, paralysis
Resist acid 15, cold 15, electricity 15, fire 15
Fort +16, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), fly 50 ft. (clumsy)
Melee 5 bites +21 each (2d8+11/19-20) and sting +16 (1d6+5 plus poison)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Base Atk +12; **Grp** +31
Atk Options Power Attack
Special Actions breath weapon, crush

Abilities Str 32, Dex 9, Con 26. Int 19, Wis 16, Cha 18
Feats Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack
Skills Intimidate +19. Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Knowledge (religion) +19, Listen +18, Search +19, Sense Motive -18, Spot +18, Survival +18

Poison (Ex) Injury, Fortitude DC 24, initial and secondary damage 1d8 Con. The save DC is Constitution-based.
Breath Weapon (Su) 40-ft. cone or line; each head once every 1d4 rounds; 12d8 damage acid, cold, electricity, or fire; Reflex DC 24 half. Each of the aspect's five heads can produce a breath weapon, but only one head can do so in any single round.
Crush (Ex) Area 15 ft. by 15 ft.; Small or smaller opponents take 2d8+16 points of bludgeoning damage and must succeed on a DC 24 Reflex save or be pinned.

The Dragon Queen uses her aspects to deliver messages of her divine will and wreak unholy revenge upon those who foil her plots. Powerful clerics of Tiamat can call upon her aid in the form of an aspect, but she grants this honor only to those who honor her appropriately in return.

STRATEGIES AND TACTICS

An aspect of Tiamat uses one of its breath weapons (typically, acid) in the first round, and then closes with foes to bring its lull attack to bear, if necessary, it flies closer to its enemies and uses its crush attack on one foe. When it can make a full attack, the aspect often bites one opponent and uses its tail on another. When one victim falls, the aspect attacks the other (using its Cleave feat), hoping to gain another Cleave attack after slaying that foe as well.

SAMPLE ENCOUNTER

An aspect of Tiamat almost always keeps a large retinue of guards nearby to protect and serve her, and many such aspects have consorts among mortal beings.

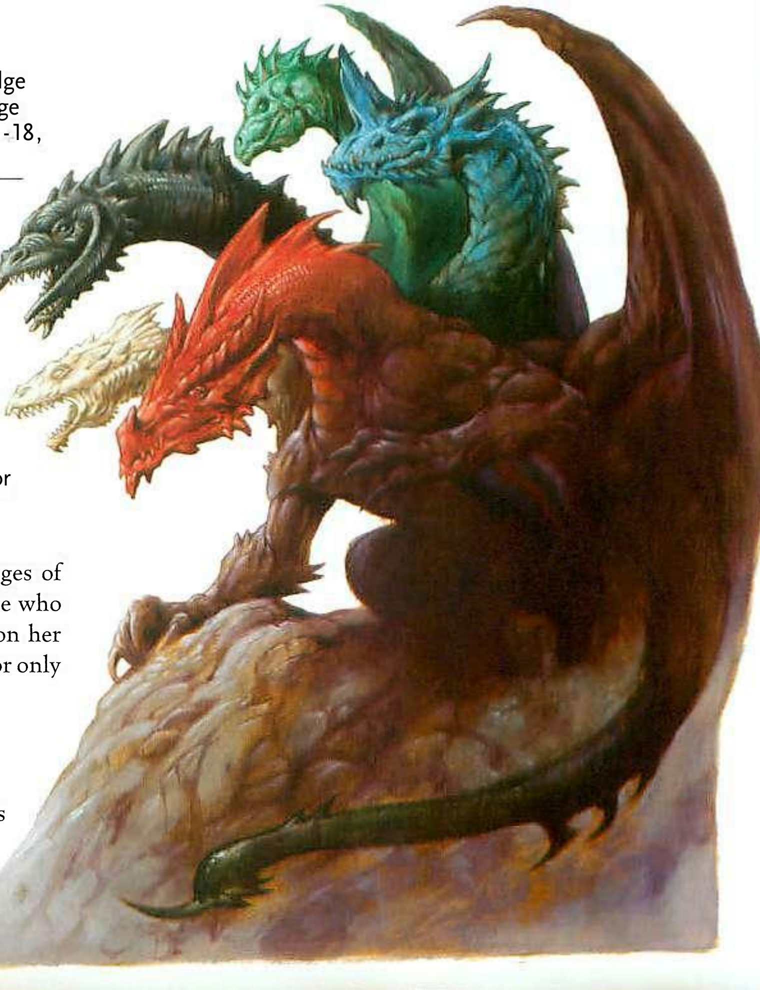
Mother of Monsters (EL 12): An aspect of Tiamat has given birth to three half-dragon human fighters (AIM 146) with the help of a father she later devoured. Now they and a juvenile blue dragon serve as her bodyguards. In a fight, the bodyguards move to engage the enemy while the aspect of Tiamat breathes acid through them. Then the blue dragon moves into melee behind the hall-dragons while the aspect flies behind foes to cut off escape.

ECOLOGY

As outsiders, aspects of Tiamat don't need to eat, sleep, or breathe. Tiamat creates them fully formed.

Environment: An aspect of Tiamat can live in virtually any environment its worshipers favor.

Illus. by J. Easley



Aspect of Tiamat

Typical Physical Characteristics: Like her natural form, Tiamat's aspect is a thick-bodied dragon with five heads and a wyvern's tail. Each head is a different color: white, black, green, blue, and red. Her massive body is striped in those colors.

SOCIETY

Tiamat concerns herself with spreading evil, defeating good, and propagating evil dragons. She enjoys razing the occasional village, city, or country, bur only as a diversion from more subtle, world-spanning plots. She is the villain who lurks in the shadows, and the presence of one of her aspects is felt but seldom seen.

Tiamat constantly seeks to extend the power and dominion of evil dragons over the land, particularly when her subjects become embroiled in territorial disputes with good dragons. She demands unfailing reverence, homage, and tribute from her subjects, and her aspects are no different.

All evil dragons pay homage to Tiamat; green and blue dragons acknowledge her sovereignty the most readily. Evil dragons that are far more powerful than her aspect still bow before it because they know it is an extension of their deity's will.

On the other hand, few evil dragons keep shrines to Tiamat in their lairs because they don't want her greedy eyes gazing at their treasure hoards. Instead, they dedicate vast, gloomy caverns to their deity and keep them stocked with treasure and sacrifices. It is in these places that clerics summon her aspects or that dragons pray to Tiamat to send an aspect to aid them.

ASPECT OF TIAMAT LORE

Characters with ranks in Knowledge (arcana) and Knowledge (religion) can learn more about aspects of Tiamat. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (Arcana)

DC	Result
23	The dragon deity Tiamat can send her aspect to aid worshipers.
28	An aspect of Tiamat can breathe fire, acid, cold, or electricity, and it has resistance (but not immunity) to all those energy types.

Knowledge (Religion)

DC	Result
23	Tiamat, the primary deity of evil dragons, can send her aspect to aid her faithful. Worshipers of Tiamat can summon an aspect with a planar ally spell, but they must offer it great wealth to retain its services.
28	Tiamat's aspects prefer to act from behind the scenes, so if you meet one, it's likely that the aspect is desperate or its appearance is designed to have a particular effect on events.
33	Tiamat sends her aspects more readily than Bahamut, the primary god of good dragons. If an aspect of Tiamat is involved, it's likely that a *planar ally* summons to an aspect of Bahamut will be answered.

TYPICAL TREASURE

Aspects of Tiamat love treasure as much as the goddess does. Their hoards are often twice that of similarly powerful dragons, and an aspect usually has many servant dragons, half-dragons, and other spawn guarding its treasure.

BLAZEWYRM

A fire fumbles arid crackles through the air before you, and as the whining slows, you realize that it is a living rival tire. A dragonlike head of flame becomes apparent above a sinuous tail of burning air.

BLAZEWYRM **CR 5**

Always CE Large elemental (fire)
Init +7; **Senses** darkvision 60 ft., Listen +2. Spot +2
Languages Draconic, Ignan

AC 17, touch 12, flat-footed 14
(–1 size. +3 Dex, +5 natural)
hp 67 (9 HD); **DR** 5/magic
Resist evasion
Immune critical hits, fire, flanking, paralysis, poison, sleep, stunning
Fort +6, **Ref** +11, **Will** +3
Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 60 ft. (perfect)
Melee bite +10 (1d8+7 plus 1d6 fire)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +16
Special Actions tumbling flame

Abilities Str 20. Dex 17. Con 16, Int 4. Wis 11, Cha 10
SQ fiery body
Feats Alertness, Improved Initiative, Lightning Reflexes, Skill Focus (Tumble)
Skills Balance +5, Jump +11, Listen +2, Spot +2, Tumble +18
Advancement see text

Vulnerability to Cold (Ex) A blazewyrm takes +50% normal damage from cold attacks.

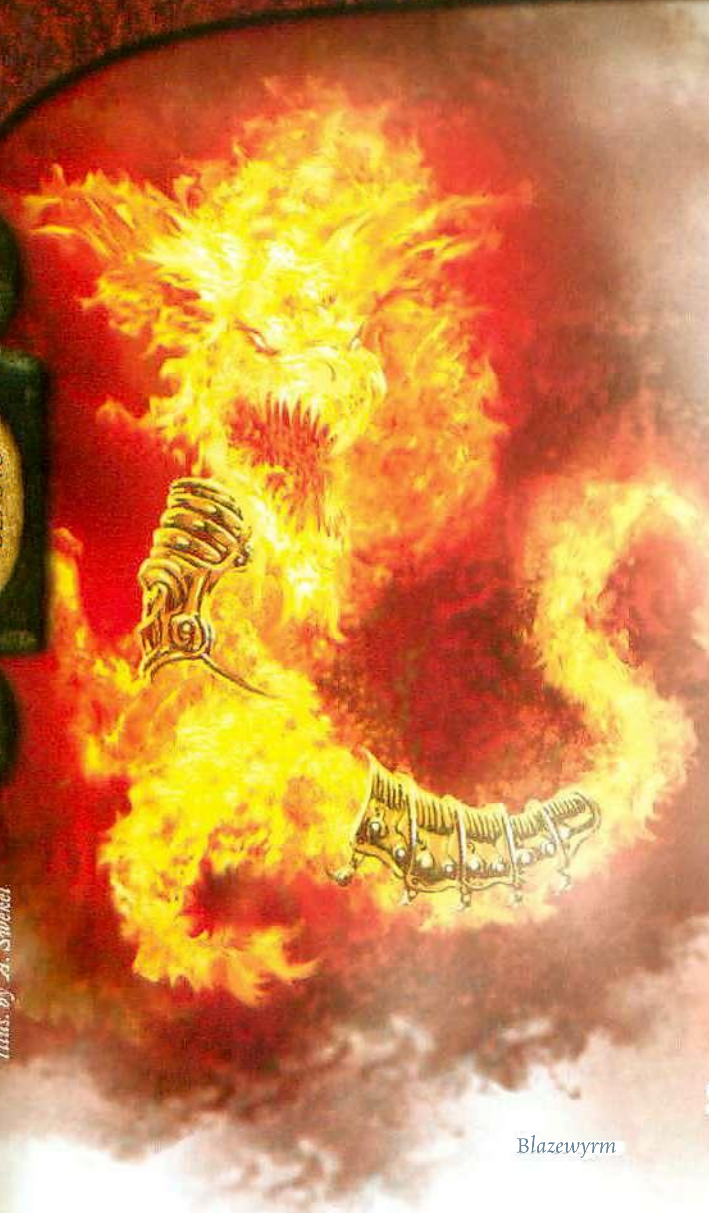
Tumbling Flame (Ex) Whenever **a** blazewyrm uses the Tumble skill to successfully move through an opponent's square, that creature takes 6d6 points of fire damage (Reflex DC 17 half). A creature can take this damage only once during the blazewyrm's turn.

Fiery Body (Ex) A blazewyrm's body is made of solid flame. Any creature that strikes or touches a blazewyrm with its body or that grapples a blazewyrm automatically takes 1d6 points of fire damage. A creature can take this damage only once per round.

The chaotic blazewyrms delight in burning anything that can be set alight, especially other creatures. Tumbling through the air like balls of fire, they move among their enemies with impunity, leaving smoldering corpses behind.

STRATEGIES AND TACTICS

A blazewyrm attacks foes by tumbling through their squares. Although it can bite enemies, the creature rarely stands and fights, preferring to damage multiple opponents by burning through them.



Illus. by A. Swekel

Blazewyrm

SAMPLE ENCOUNTER

Left to their own devices, blazewyrms rage uncontrollably, burning everything in sight and cavorting amid the flames and smoke. Yet just as the wild beasts of the Material Plane can be captured and trained, so too can blazewyrms be brought under control by those of strong will.

Fire Knights (EL 10): Three average salamanders have trained blazewyrms to be their mounts; together, they fly through the air to raid a dwarven mine for its metal. In combat, the salamanders leap from their mounts to constrict foes so the blazewyrms can tumble through the grapplers with impunity.

BLAZEWYRM LORE

Characters with ranks in Knowledge (the planes) can learn more about blazewyrms. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (the planes)

DC	Result
15	Blazewyrms look something like dragons, but they are elementals from the Elemental Plane of Fire.
20	A blazewyrm's main attack is to tumble through foes, burning them with its body.
25	Left alone, blazewyrms are as wild and uncontrollable as a forest fire, but they are somewhat intelligent, and a more powerful creature can enforce its will upon them.

ECOLOGY

Like the Material Plane, the Elemental Planes host countless types of creatures. In the ecology of the Elemental Plane of Fire, blazewyrms are like wyverns. Although they do not require sustenance, they delight in waylaying travelers, especially those who are not native to the plane.

Environment: Elemental Plane of Fire.

Typical Physical Characteristics: Blazewyrms can be up to 14 feet in length, but they weigh very little for their size, averaging only 200 pounds.

SOCIETY

Blazewyrms often travel in small family groups of three or four members. Once every two years, these groups join with others in huge mating moots. Eventually, this vast conglomeration of writhing fire splits up back into family groups, with half again as many full-sized blazewyrms now among the throng.

TYPICAL TREASURE

Blazewyrms carry little or no treasure because few items can withstand the constant heat of their bodies. They do not hoard treasure on the Elemental Plane of Fire, so they have no concept of accumulating wealth when summoned to the Material Plane. Even so, some who call the elementals to do their bidding outfit them with items that the blazewyrms submit to carrying or wearing.

ADVANCED BLAZEWYRMS

Blazewyrms of up to 15 Hit Dice are large, while those of 16 to 20 Hit Dice assume Huge size. Blazewyrms rarely advance in Hit Dice on the Elemental Plane of Fire, but those brought to the Material Plane can grow more powerful at an astonishing rate, leading sages to believe that blazewyrms increase in power based on what they burn.

DRAKKENSTEED

"Filling that those of us devoted to the deities should ride beasts of legendary heritage."
—Aureas, half-celestial paladin

This large creature stands on four slender legs with nobility and a regal air. Serpentine in nature and coveted in thick scales, the beast resembles a dragon with harrow legs and a short, angular head. Its snout comes to a point like that of a horse, but fangs protrude from the upper and lower jaw. A thin, lizardlike lad thrashes idly from side to side behind it, capped with a triangular piece of chitin. Two wide. leathery Wings remain folded against the creature's side, ready to be unfurled at a moment's notice.

DRAKKENSTEED **CR 3**
Always N Large animal (dragonblood)
Init +2; **Senses** low-light vision; Listen +6. Spot +5

AC 15, touch 11, flat-footed 13
(–1 size, +2 Dex, +4 natural)
hp 30 (4 HD)
Fort +8. Ref–6. Will +3

Speed 50 ft. (10 squares), fly 60 ft. (poor)
Melee bite +8 (1d8+6)
Space 10 ft.; Reach 5 ft.
Base Atk –3; Grp +13
Atk Options trample

Abilities Str 23, Dex 15, Con 19, Int 2, Wis 14, Cha 12
Feats Alertness, Wingover
Skills Listen +6, Spot +5

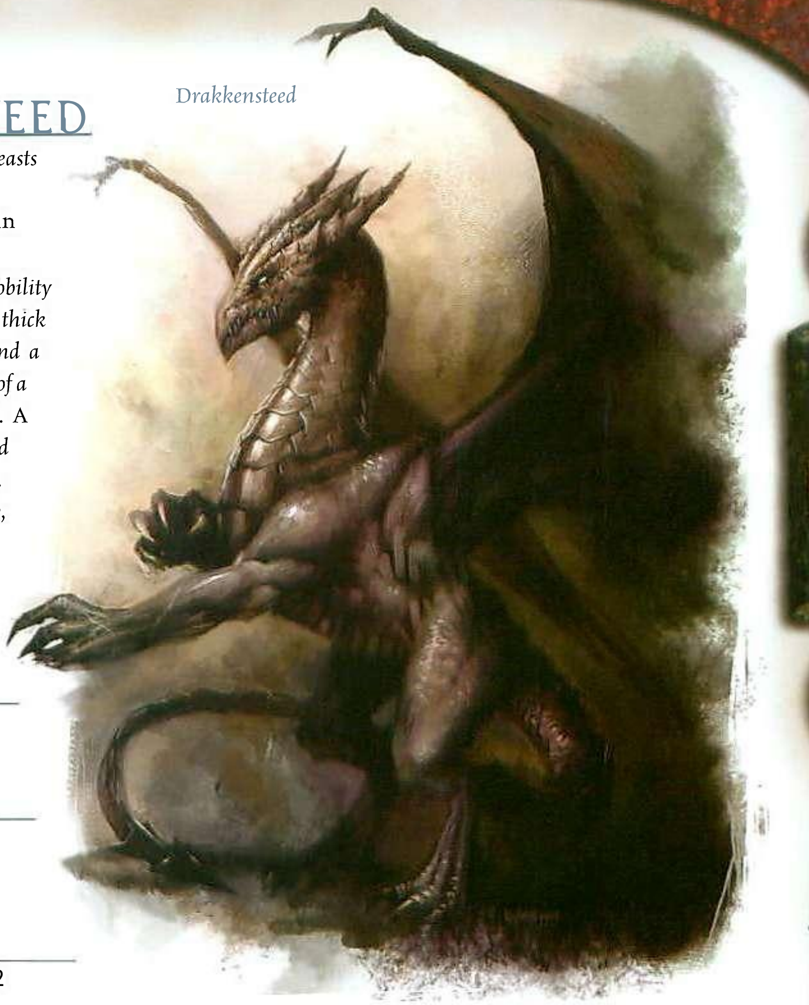
Trample (Ex) As a full-round action, a drakkensteed can move up 100 feet and literally run over Medium or smaller creatures, dealing 1d6+9 points of bludgeoning damage (Reflex DC 18 half) to each target. See MM 316 for more details.

Drakkensteeds are powerful but skittish animals that resemble a cross between dragons and horses. Possessing strong wings and resilient bodies, drakkensteeds are highly sought after as mounts but rarely caught and tamed.

STRATEGIES AND TACTICS

Rare and mighty animals, drakkensteeds stay hidden from the rest of the world. In combat, a drakkensteed prefers to fly above the battlefield, landing only to trample an opponent. Most drakkensteeds prefer to bowl over their foes and sometimes use the overrun action to do so; more often, they charge an opponent to gain a bonus on an attack roll, flying out of reach to compensate for their lowered Armor Class. When forced to ground, drakkensteeds usually make use of their natural bite attack to keep enemies at bay, maneuvering to escape whenever possible. When ridden in combat, a drakkensteed does everything it can to protect its rider and bites enemies that come within striking distance without hesitation, regardless of the opponent's size or strength.

Drakkensteed



Illus. by Daarken

SAMPLE ENCOUNTER

Drakkensteeds are wary creatures that have little contact with the civilized world, making encounters with them few and far between.

DRAKKENSTEED LORE

Characters with ranks in Knowledge (nature) can learn more about drakkensteeds. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
18	Drakkensteeds are rare equine creatures that resemble dragons in many ways. They are skittish and seldom seen by humanoids.
23	Drakkensteeds are fierce fighters when cornered and have been known to trample foes repeatedly to ensure that a threat has been removed.
28	Drakkensteed herds fly over long distances together, moving from one secluded location to the next by soaring above the clouds, remaining out of sight of creatures on the ground.
33	Rarely, paladins ride drakkensteeds into battle, gaining special powers from their draconic ancestry. A paladin on a drakkensteed can terrify even the most stalwart soldiers on a battlefield.

Flight of the Drakkensteed (EL 7): Four drakkensteeds pause by a lake to drink, resting their wings between legs of a long journey. Three of the drakkensteeds quench their thirst, while the fourth keeps watch. If anyone intrudes upon them and fails to remain hidden, the drakkensteeds immediately take wing and fly away. If a creature or character approaches within 30 feet of the drakkensteeds before being noticed, all four drakkensteeds attack and attempt to trample the intruders.

ECOLOGY

Most people consider drakkensteeds nothing but a myth. Descendants of an ancient blending of dragon and horse blood, drakkensteeds are intelligent and easily frightened, preferring to stay far from humanoids for fear that they might be captured or harmed. Few live drakkensteeds have ever been seen up close, and the beasts remain a mystery to most natural scholars.

Drakkensteeds live in small, wild herds away from the reaches of civilization, but they are inherently social animals. Their herds move as one, sleep as one, graze as one, and are as tightly knit as some humanoid families. Some rumors suggest that drakkensteeds will take revenge for a fallen member of the herd, though more likely this is just the result of their protective nature. Drakkensteeds fly from danger whenever they can, but if threatened, they can be more dangerous than a charging bull.

Most drakkensteeds are content to live simple lives, moving from one location to another to graze. Competition for mates within a herd is usually fierce and violent, frequently leaving potential male suitors dead or mortally wounded. Female drakkensteeds are equally fierce in their choice of mates, sometimes joining in a fight for dominance to assist the male that they consider the worthiest.

Environment: Drakkensteeds typically live in secluded areas, far from civilization of any kind. One of their favored homes is a forgotten garden or forest, an area of untamed wilderness that has passed beyond the memories of mortals. a very few drakkensteeds will live near druid circles, but only if those circles are isolated from the rest of the world.

Typical Physical Characteristics: Drakkensteeds are huge by animal standards, combining the size and shape of a warhorse with the wingspan of a dragon. Drakkensteeds stand taller than most humans and have a wingspan of roughly 15 feet, allowing them to fly with ease. They also possess a long, dragonlike tail that they use in self-defense and to balance their large bodies during flight. This tail is typically 5 to 7 feet long, though it usually remains curled around the drakkensteed's hindquarters when not in use.

DRAKKENSTEEDS AS MOUNTS

Like horses, drakkensteeds can be used as mounts. Finding and domesticating a drakkensteed is no easy task; most are too frightened by humanoids to allow a character to come close. Any PC approaching a drakkensteed must succeed on both a Hide check and a Move Silently check to avoid detection. If the drakkensteed detects the character, it flees immediately. If the character manages to approach within 30 feet, she can then attempt a DC 25 Handle Animal check to convince the drakkensteed to allow her to come close enough. Paladins who have drakkensteed mounts need not make these checks on their own mounts.

Captured and domesticated drakkensteeds are extremely rare; a trained young specimen can cost up to 15.000 gp. The few trainers who can tame such a beast usually charge around 3,000 gp for their services.

HUITZIL

"Upon further research, it has become quite evident that huitzil make challenging familiars due to their tendency to hoard any spell components that reflect too much light."

—Naelan, half-elf wizard and Lord of the Uttercold

This small flying creature resembles a tiny dragon with short forelimbs and a potbelly. Its leathery wings beat quickly to keep it afloat, and it flutters about with casual, yet quick movements. Its jagged beak features a slight underbite, and a single horn protrudes from its snout, jutting straight up from the beak. The creature has a very short neck that almost puts its head directly attached to its upper body.

HUITZIL **CR 1/3**

Always N Tiny animal (dragonblood)

Init +2; Senses low-light vision, Listen +0, Spot +2

AC 17, touch 14, flat-footed 15
(+2 size, +2 Dex, +3 natural)

hp 4 (1 HD)

Fort +2, Ref +4, Will +0

Speed 10 ft. (2 squares), fly 60 ft. (average)

Melee bite +4 (ld3–3) and talons –1 (ld2–3)

Space 2–1/2 ft.; Reach 2–1/2 ft.

Base Atk +0; Grp –11

Atk Options distract

Abilities Str 5, Dex 15, Con 10, Int 2, Wis 11, Cha 8

Feats Hover, Weapon Finesse^{B}

Skills Hide +10, Listen +0, Search +0. Sleight of Hand* +6, Spot +2

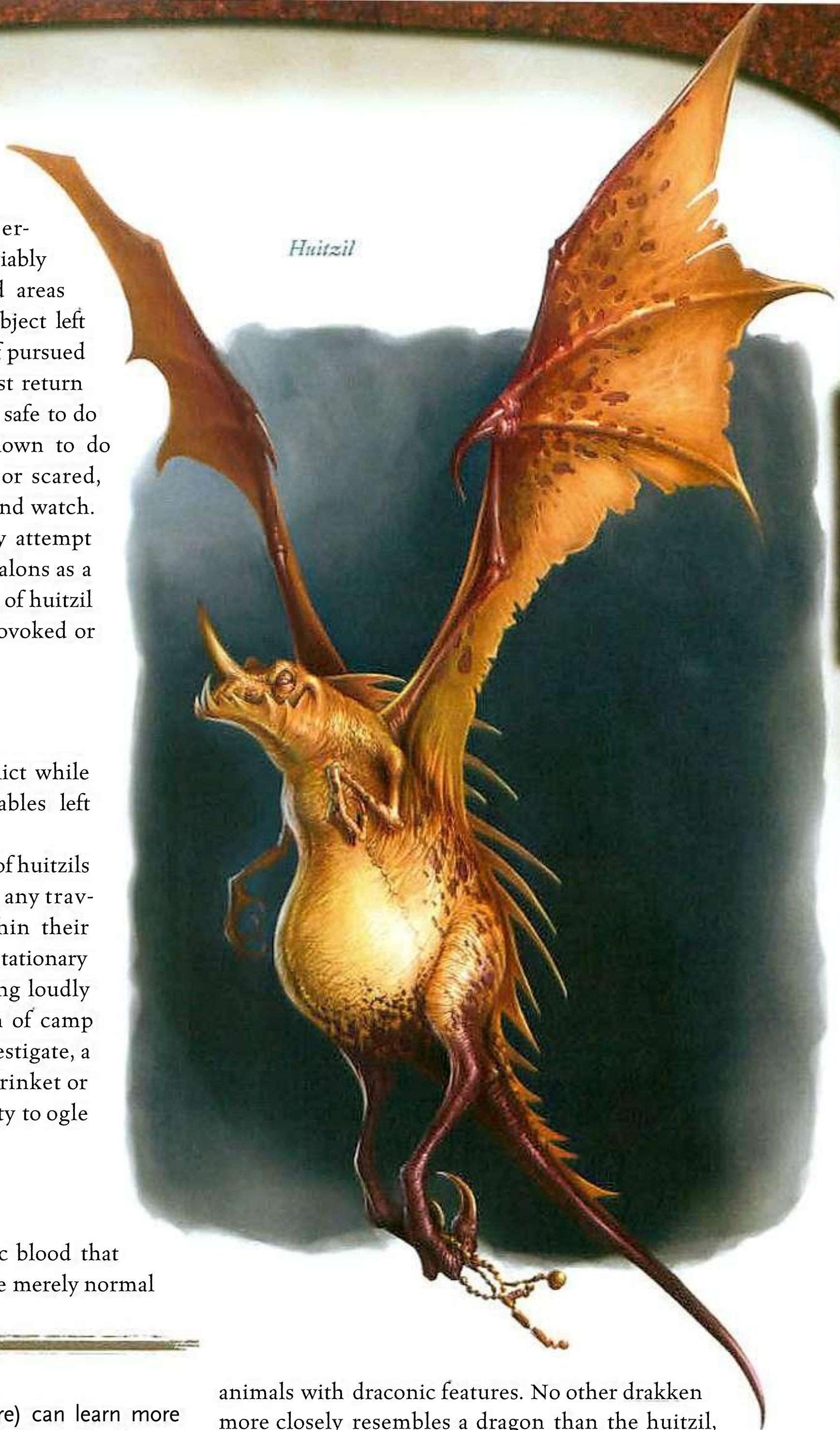
* Huitzils have a +4 racial bonus on Search and Sleight of Hand checks.

Distract (Ex) Huitzils are adept at making lots of noise and getting in the way, and when their nests are threatened, they often fly at a predator's head in an attempt to distract it. As a standard action, a huitzil can make a melee touch attack with a +4 attack bonus against a creature whose space it shares. If successful, that target takes a –2 penalty on attack rolls for 1 round.

Huitzils are small, mischievous drakken descended from the ancient coupling of dragons and birds. Possessing the curiosity and love for treasure found in both dragons and crows, they frequently cause minor trouble for travelers in their domains and are considered little more than an annoyance by those they bother.

STRATEGIES AND TACTICS

Huitzils are curious animals that prefer observation to combat. Easily distracted and insatiably nosy, huitzils often wander into civilized areas to investigate and lay claim to any small object left unattended. Like other birds, huitzils flee if pursued by humans or other larger animals, but most return to their exploration once they believe it is safe to do so. Small flocks of huitzils have been known to do slight structural damage when panicked or scared, but for the most part, they simply sit back and watch. If directly attacked, a huitzil makes every attempt to flee to safety, only lashing out with its talons as a means to dissuade pursuit. In the rare cases of huitzil attacks, most victims are found to have provoked or antagonized the creature in some way.



Huitzil

Illus. by J. Zhange

SAMPLE ENCOUNTER

Huitzils prefer to stay far away from conflict while still getting a good glimpse of any valuables left unattended.

The Great Huitzil Caper (EL 2): A trio of huitzils work together to steal a shiny bauble from any travelers foolish enough to set up camp within their territory. Two huitzils attack a tent or other stationary object (such as a wagon or crate), squawking loudly and thrashing about to draw the attention of camp members. When the travelers move to investigate, a third huitzil dashes in and whisks away a trinket or shiny object, and then all three flee to safety to ogle their new prize.

ECOLOGY

Like other drakken, huitzils have draconic blood that has been diluted to the point where they are merely normal animals with draconic features. No other drakken more closely resembles a dragon than the huitzil, which scholars believe resulted from the pairing of a bat or bird with an ancient dragon. Huitzils are mostly harmless, if a bit annoying for lazy travelers who do not keep a neat camp, as their insatiable curiosity usually leads to the theft of anything left unattended. Like raccoons and crows, they favor shiny objects that can be carried off with ease. Additionally, huitzil males try to steal such items to prove their worthiness as mates, establishing alpha status by bringing back bigger and better treasures. After a successful theft, a male huitzil usually stands atop its prize and squawks loudly, flapping its wings to attract potential mates to see the object.

HUITZIL LORE

Characters with ranks in Knowledge (nature) can learn more about huitzils. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
11	Huitzils are flying animals with draconic blood far back in their ancestry, capable of amazing feats of flight.
16	Huitzils are notoriously curious and have a penchant for theft, making it a bad idea to leave objects unattended when huitzil are known to be nearby.
21	Domesticated huitzils can be trained to take advantage of their love of shiny trinkets and are often kept by thieves that use the animals to retrieve hard-to-reach items.
26	Some wizards use huitzils as familiars, relying on the creatures' quickness to deliver touch spells.

Huitzils are social creatures that travel in flocks of up to one hundred. Powerful and maneuverable fliers, they typically subsist on fruits that grow high in rail trees or, on occasion, insects dial live within treetops. Though not a primary source of nutrition, many huitzils seem to favor butterflies and enjoy the game of hunting the brightly colored insects. Some huitzils have been domesticated and make loyal, if mischievous, pets. Unfortunately, their penchant for scavenging means that they usually are employed and trained by thieves to act as accomplices.

Environment: Huitzils live in dark, quiet places and prefer natural caves near water. Particularly coveted are caverns that exist behind waterfalls or lie deep in the woods. Huitzils do not mind traveling a short distance for sustenance but seem to nest in locations where food, water, and safety are all close at hand. Domesticated huitzils cannot be caged for long without becoming miserable (and destructive), so most keep nests or rooks atop the houses of their owners and fly free unless called.

Typical Physical Characteristics: Huitzils are usually about 2 feet long from horned snout to tail, with a wingspan of roughly 4 feet. They have short, stubby hind legs and underdeveloped forelimbs, causing them to waddle along the ground awkwardly. In flight, a huitzil can hover in place indefinitely by flapping its leathery wings, though most seem to fly in lazy circles if required to stay in one place.

HUITZIL AS FAMILIARS

Wizards and sorcerers capable of summoning huitzils can use them as familiars. No special feat or spell is required to bond a huitzil as a familiar, and particularly mischievous spellcasters frequently use the creatures as an outlet for their own trickery. A huitzil behaves as a normal familiar and grants its master a +3 bonus on Sleight of Hand checks when the master and familiar are within 1 mile of each other.

PHYNXKIN

> *"For two days the thing tracked us. never breaking pursuit even though we pushed hard and fast through the night. It was a breakneck pace, even for us. but there it stayed, shadowing our footsteps the whole way."*
>
> —Ivagmar, half-orc ranger,
> on being stalked by a phynxkin

This creature stands waist-high to a human, creeping across the ground like a dangerous hunting cat. its golden scales reflect light, and its eyes glow With yellow intensity. The creature's angular head comes to a point at a small beak filled with razor-sharp teeth, suggesting that it can tear through thick hides With relative ease. Three claws on each paw curve wickedly forward, giving the animal a semblance of both feline and draconic ancestry.

PHYNXKIN **CR 1**
Always N Medium animal (dragonblood)
Init +5; **Senses** low-light vision; Listen +0, Spot +0

AC 13. touch 11, flat-footed 12
(+1 Dex, +2 natural)
hp 6 (1 HD)
Fort 14, **Ref** +3, **Will** +0; +2 on saves against spells

Speed 40 ft. (8 squares), climb 20 ft.
Melee bite +2 (1d6+2) and
2 claws –3 each (1d4+1)
Space 5 ft.; Reach 5 ft.
Base Atk +0; Grp +2
Atk Options pounce

Abilities Str 14, Dex 13, Con 14, Int 2, Wis 8, Cha 8
Feats Improved Initiative
Skills Climb +8, Hide +3, Listen +0, Move Silently +4, Spot +0

Pounce (Ex) When a phynxkin makes a charge, it can follow with a full attack.

Phynxkin are sleek, predatory drakken that move with the grace of hunting cats. Though dangerous in the wild, some domesticated phynxkin serve as loyal companions to those willing to train them.

STRATEGIES AND TACTICS

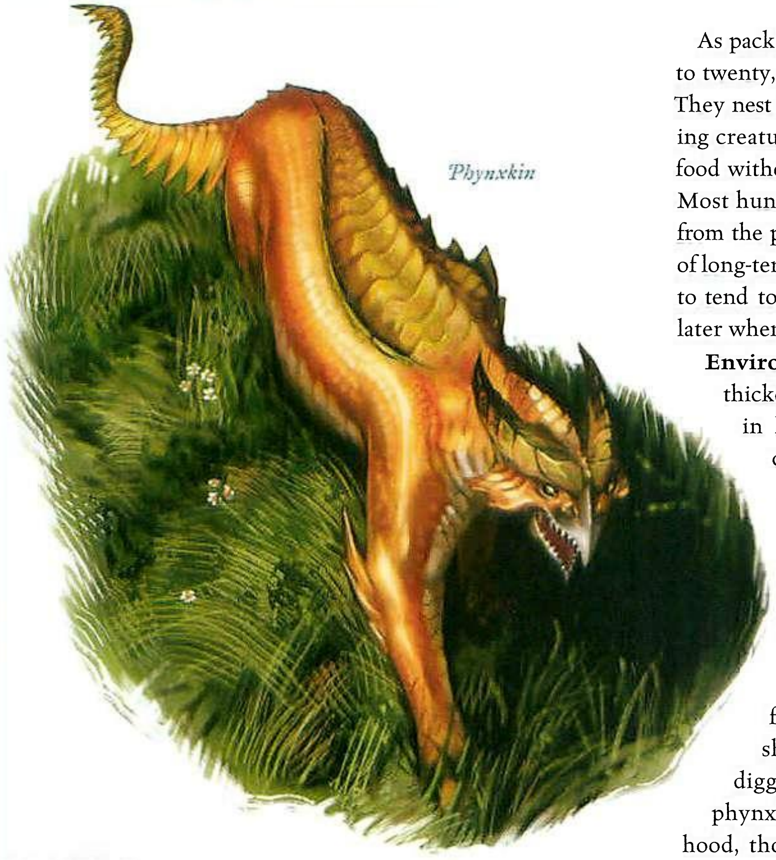
Most phynxkin use Hide and Move Silently to sneak up on an opponent before making an attack. It one has sufficiently scouted a foe and can predict its path (such as with adventurers following a well-worn trail through a forest), the phynxkin often climbs to higher ground and leaps down, using its pounce ability to get a full attack along with its movement. In groups, phynxkin are highly mobile and enjoy switching targets in the middle of a fight. They use their speed to charge an opponent, pounce, and then in subsequent rounds disengage to flee and attack another target, while its allies continue to attack the first target. Fighting a pack of phynxkin can be very dangerous, because they move so quickly that it is often difficult to continue sustained attacks against the same one each round.

PHYNXKIN LORE

Characters with ranks in Knowledge (nature) can learn more about phynxkin. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
11	Phynxkin are predatory animals of ancient draconic ancestry with a passing physical resemblance to dragons.
16	Phynxkin are pack animals that hide their young far from where they hunt. A lone phynxkin is rarely seen, and more often is just a distraction to herd prey into the trap of a larger hunting group.
21	Phynxkin are adept hunters and can attack with both claws and teeth, even when charging at full speed. They are also surprisingly resistant to magic.
26	Phynxkin possess draconic blood and sometimes grow to unusual size in the presence of dragons or draconic magic.



Phynxkin

Illus. by Deschamps

SAMPLE ENCOUNTER

Phynxkin are wild hunters that rarely venture close enough to civilization to pose a threat. However, travelers in untamed regions of the world, particularly forests and jungles, should be wary of phynxkin attacks.

Hunting Party (EL 3): Three phynxkin attempt to bring down larger prey in order to feed the weaker and younger members of their pack, hunting unprepared travelers through the dense forest. Two of the phynxkin lie in wait by the side of the trail, hidden from sight, while a third perches in a tree. When unsuspecting travelers pass by, the phynxkin in the tree leaps down on the rearmost target, while the other two assault the front of the group, pinning the victims in the middle.

ECOLOGY

Phynxkin are the distant descendants of ancient unions between dragons and great jungle cats. Though all supernatural traces of their draconic ancestry were bred out of them long ago, phynxkin still physically resemble dragons but show more of their animal heritage. They prefer to live in forests and jungles, places that teem with good hunting and allow them to hide from their prey before pouncing. Some phynxkin bury themselves in the ground while hunting so light won't shine off their scales and alert potential prey, though most prefer the darkness of a thick forest canopy or jungle overgrowth.

As pack animals, phynxkin live in small groups of fifteen to twenty, with an assorted mix of males, females, and cubs. They nest in secluded areas that are well hidden from snooping creatures, allowing their hunters to go out and retrieve food without having to worry about defending their young. Most hunters encountered in the wild are widely separated from the pack. Intelligent for animals, phynxkin are capable of long-term memory and sometimes end a particular hunt to tend to their pack, resuming the chase weeks or months later when the time is right.

Environment: Phynxkin prefer forests and jungles—the thicker the overgrowth, the better. They operate well in hot, cold, and temperate environments but stay clear of deserts, badlands, and tundra, where they have few places to hide. Some packs of phynxkin prefer grasslands where wheat and other gold-colored grains grow tall, allowing their hunters to hunker down and blend in while pursuing prey.

Typical Physical Characteristics: Phynxkin stand roughly 3 feet tall and extend about 5 feet from snout to rear. They have thick, stout legs and sharp, curved claws that allow them to climb trees by digging into the bark and pulling themselves up. Most phynxkin weigh approximately 100 pounds during adulthood, though particularly powerful specimens have been known to weigh up to twice that. Female and male phynxkin are indistinguishable from one another.

DIRE PHYNXKIN

A dire phynxkin is the result of a rare but natural evolution. These creatures appear only in places where interaction between humans and dragons is common. They usually bond closely with humanoids, a habit that some scholars attribute to genetic memory of their draconic ancestry.

DIRE PHYNXKIN **CR 4**

Always N Large animal (dragonblood)
Init +7; **Senses** low-light vision, Listen +2, Spot +2

AC 16, touch 12, flat-footed 13; Dodge, Mobility
(–1 size, +3 Dex, +4 natural)
hp 51 (6 HD)
Fort +9, **Ref** +8, **Will** +4; +4 on saves against spells

Speed 50 ft. (10 squares), climb 30 ft.
Melee bite +9 (1d8+6) and
2 claws +4 each (1d6+3)
Space 10 ft.; **Reach** 5 ft.
Base Atk +4; **Grp** +14
Atk Options pounce

Abilities Str 23, Dex 16, Con 19, Int 2, Wis 14, Cha 12
Feats Dodge, Improved Initiative, Mobility
Skills Climb +14, Hide +3, Intimidate +3, Listen +2, Move Silently +5, Spot +2

Pounce (Ex) When a dire phynxkin makes a charge, it can follow with a full attack.

REDSPAWN BERSERKER

A dragonlike humanoid the size of an ogre flexes red-staled muscles as it roars a Wordless challenge.

REDSPAWN BERSERKER **CR 8**
Always CE Large monstrous humanoid
Init +4; **Senses** darkvision 60 ft.. Listen +2, Spot +2
Languages Draconic

AC 20, touch 9. flat-footed 20
(–1 size, +2 armor, +1 shield, +8 natural)
hp 105 (10 HD)
Immune fear, fire, paralysis, sleep
Fort +11. **Ref** +7. **Will** +8
Weakness vulnerability to cold

Speed 40 ft. (8 squares)
Melee morningstar +15/+10 (2d6+5) and bite +10 (1d8+2)
Space 10 ft.; **Reach** 10 ft.
Base Atk +10; **Grp** +19
Atk Options berserk attacks +2d6. Cleave, Power Attack

Abilities Str 21, Dex 10, Con 23, Int 8, Wis 12, Cha 7
Feats Cleave. Great Fortitude, Improved Initiative, Power Attack
Skills Balance +5, Jump +12, Listen +2, Spot +2, Tumble +18
Possessions morningstar, leather armor, light bone shield

Vulnerability to Cold (Ex) A redspawn berserker takes 1–1/2 normal damage from cold attacks.

Berserk Attacks (Ex) A redspawn berserker can't help but be enraged at the last person who dealt it damage. It deals 2d6 extra points of damage with its melee attacks when it hits the foe who last damaged it with a melee attack in the previous round. If no enemy damaged the redspawn berserker with a melee attack since before its last turn, this extra damage doesn't apply.

Illus. by A. Swekel

Tiamat created her spawn for many purposes, and redspawn berserkers exist purely to destroy. Brutish and fearless, they thunder swiftly across the battlefield to come to grips with foes and rend them to pieces.

STRATEGIES AND TACTICS

A redspawn berserker charges into melee to bring itself close to as many foes as possible. It focuses its attacks on whatever foe last wounded it. crushing and slashing the enemy with its morningstar and bite attacks.

SAMPLE ENCOUNTER

Despite their innately chaotic natures, redspawn berserkers unfailingly behave as Tiamat or her representative demands.

Air Assault (EL 13): Tiamat has set two redspawn berserkers and two juvenile red dragons to destroy or delay the player characters. The dragons carry the berserkers into battle, dropping them from their claws to land amid the enemy. As the berserkers occupy the PCs in melee, the dragons breathe fire on the battle.

ECOLOGY

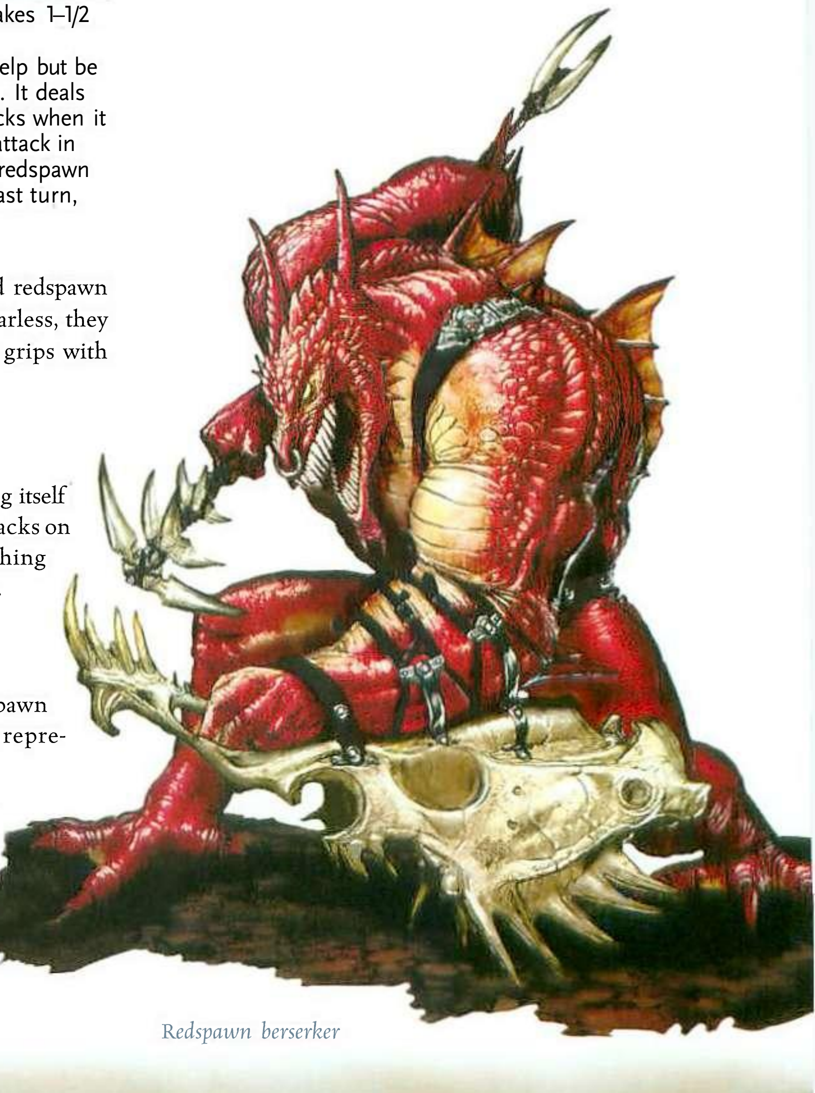
To increase the size and power of her forces more swiftly. Tiamat causes red dragons and half-dragons of red descent to bear redspawn berserker children. A single egg can hold three or lour young. Newborn redspawn berserkers have a voracious appetite, and with sufficient food, they grow to adult size in just a year, regardless of their size at birth or the size of their mother. Their hunting impacts the local ecology significantly unless a slock of living beings is provided for them.

Environment: Redspawn berserkers live in whatever landscape they were born into, usually the fiery peaks that red dragons often inhabit.

Typical Physical Characteristics: Redspawn berserkers stand 9 to 10 feet tall and weigh 650 to 700 pounds. They lack gender and have no means to procreate.

SOCIETY

Newborn redspawn berserkers mature quickly, ensuring that they don't impose too long upon their often fickle and wrathful mothers. Full grown berserkers are exiled from their homes, but they usually remain close by, acting as guards and scouts. When Tiamat has something more specific in



Redspawn berserker

REDSPAWN BERSERKER LORE

Characters with ranks in Knowledge (arcana), Knowledge (nature), or Knowledge (religion) can learn more about redspawn berserkers. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
10	Descendants of a dragon aren't always of the dragon type.

Knowledge (nature)

DC	Result
18	Redspawn berserkers are rarely encountered monstrous humanoids.
23	Redspawn berserkers are fearless fighters immune to fire, paralysis, and sleep.
28	Redspawn berserkers often focus their attacks on the last person to wound them in melee. Their attacks against such creatures are particularly potent.
32	Redspawn berserkers are born to red dragons and red half-dragons.

Knowledge (religion)

DC	Result
18	Redspawn berserkers are some of Tiamat's spawn.
23	Redspawn berserkers worship Tiamat as their deity and serve in her armies.
28	Redspawn berserkers are born to red dragons and red half-dragons.

mind for her spawn, they instinctually travel to and gather before her chosen leader in the region, which is often an aspect of the deity.

TYPICAL TREASURE

Redspawn berserkers carry little gear and even less treasure. They travel light to maintain their speed, and they exist only to kill and eat the foes of Tiamat. At most, a redspawn berserker might have half standard treasure.

REDSPAWN BERSERKERS WITH CLASS LEVELS

Redspawn berserkers' favored class is barbarian, although some become fighters.

SPELLEATER

"Keep that thing away from me."
—Malidras Siannodel, elf bladesinger

A massive, four-legged creature looms over all other nearby objects, its armor-plated body reflecting ambient light. The creature hunkers down close to the ground, its short and powerful legs jutting out from its sides, planting it firmly in place. The creature's body flows directly into its head, a vicious looking snout extending out and bristling with fangs.

SPELLEATER **CR 14**

CN Huge dragon
Init +6; **Senses** darkvision 60 ft., low-light vision (4 × human), Listen +13, Spot +13
Languages Common, Draconic

AC 31, touch 10. flat-footed 29
(–2 size, +2 Dex, +21 natural)
hp 225 (18 HD)
SR 22
Immune sleep, paralysis
Fort +17, **Ref** +13, **Will** +10

Speed 50 ft. (10 squares)
Melee bite +27 (3d6+10/19-20) and tail +21 (2d6+5)
Space 15 ft.; **Reach** 10 ft.
Base Atk +18; **Grp** +36
Atk Options Combat Reflexes, Power Attack
Special Actions devour spell
Spell-Like Abilities (CL 18th):
At will—*detect magic*

Abilities Str 31, Dex 14, Con 22, Int 12, Wis 8, Cha 10
Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite)
Skills Balance +10, Bluff +6, Concentration +16, Diplomacy +4, Handle Animal +6, Hide +12, Intimidate +16, Knowledge (arcana) +7, Knowledge (history) +6, Listen +13. Move Silently +10, Ride +4. Search +13, Sense Motive +9, Spellcraft +11, Spot +13, Survival +7
Advancement see text

Devour Spell (Su) Any time a character casts a spell on a spelleater and does not overcome its spell resistance, the spelleater converts that spell energy into a boost for its own natural abilities. When a spelleater's spell resistance blocks an incoming spell, the creature selects and gains one of the following benefits, which lasts for a number of rounds equal to the level of the spell. Multiple applications of the same benefit do not stack; instead, if the spelleater chooses the same benefit again before the first duration has elapsed, use the longer of the two durations.

Combat Boost: The spelleater gains a +2 bonus on its melee attack rolls and damage rolls.
Damage Reduction: The spelleater gains DR 5/adamantine.

Fast Healing: The spelleater gains fast healing 10.
Magic Dampening: The spelleater generates a magic-dampening field, causing all spellcasters within 60 feet to take a –2 penalty to their caster level.

Spelleaters are the result of draconic tampering with the basic elements of magic and life, creatures born and bred to consume magic and those who wield it. Physically resembling an armored dinosaur but possessing the intelligence and racial benefits of dragons, spelleaters are dangerous outcasts that struggle with their own nature in an attempt to stay alive.

STRATEGIES AND TACTICS

Spelleaters tend to attack spellcasters first, trying to goad them into using their spells quickly. The creatures take full advantage of their power to devour spells, going after casters in order to give themselves increased abilities early in the fight. Once the spelleater has absorbed several spells and enhanced its own capabilities, it goes after other creatures, taking down the biggest threats first and then moving to weaker foes. Additionally, if a foe reveals itself as a spellcaster in the spelleater's presence, the spelleater immediately attacks that creature. All of the spelleater's natural instincts demand that it dispense with casters first, driving its combat tactics above all else.

When faced with multiple spellcasters, a spelleater tries to single out the most powerful (the one that appears to be capable of dealing the most damage) and attack that target first. This desire to eliminate spellcasters is so strong that the creature occasionally ignores larger threats from noncasting opponents in order to continue assaulting a spellcaster. When clearly outmatched, a spelleater tries to fortify itself with as many devoured spells as possible before fleeing to plan another attack.

SAMPLE ENCOUNTER

Spelleaters are compelled to target spellcasters above all else and seek to destroy them whenever possible, regardless of the circumstances.

Bull in a China Shop (EL 14): A spurned wizard seeks revenge on his former associates, striking a bargain with a malevolent spelleater to settle an old score. While many adventuring spellcasters roam the city, the wizard turns the spelleater loose in a busy town square, hoping that it will find and slay some of his former colleagues. The creature starts charging through the crowded streets, boosting its own abilities when spellcasters come to the city's defense.

ECOLOGY

Spelleaters were created long ago by ancient dragon spellcasters as a response to the rise of humanoid wizards throughout the world. Fearing that these new, lesser spellcasters might somehow drain the world of magic, the ancient dragons engineered spelleaters to hunt down and kill wizards, sorcerers, and other users of arcane magic. Once turned loose, the spelleaters proved to be far more powerful than the dragons had imagined and became a threat even to them. Most spelleaters were destroyed by their dragon masters, but some survived and went into hiding.

Spelleaters are intelligent creatures of the dragon type that live in pocket communities far from the rest of the world. Inside them burns a hunger to devour arcane spellcasters, a desire that they sometimes barely keep at bay. Spelleaters hide from dragons and humanoid civilizations, fearing not only that they will be hunted and destroyed but also that an exposure to magical energies might stoke the fires of their hatred for spellcasters. They're smart enough to avoid situations that might invite armed response.

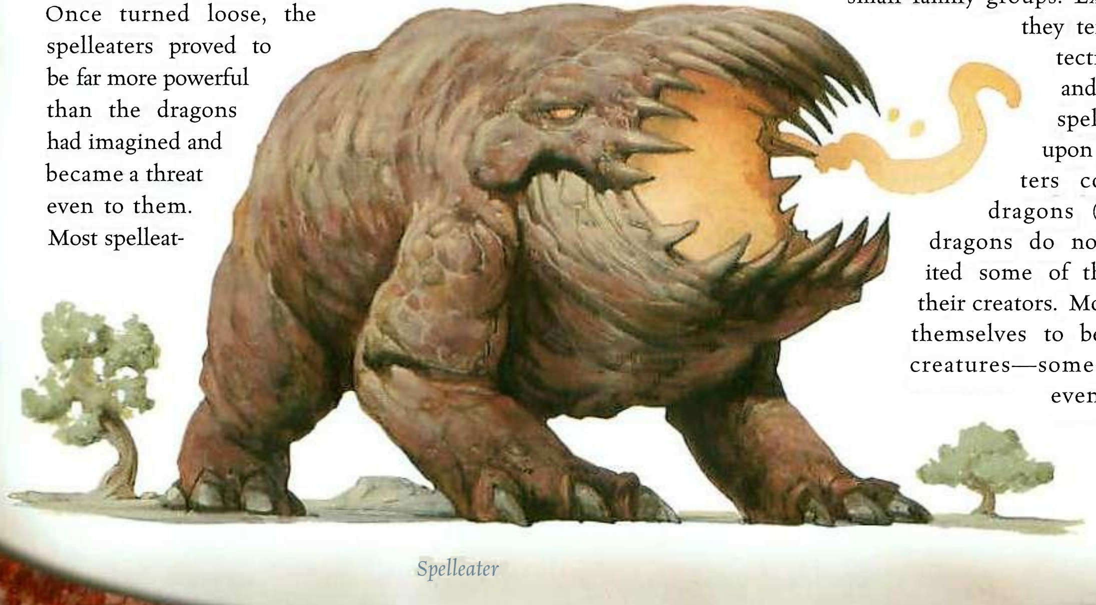
Spelleaters live in small family groups of 6 to 10 creatures, with communal mates and shared child-rearing duties. Most family groups produce young in consistent generations; entire broods hatch within a few weeks of one another. Upon reaching maturity, spelleaters venture out to find other young members of their race, forming their own family groups. They are highly protective of their families and quick to lash out at any threats.

Environment: Spelleaters prefer to live in cool, moist environments, preferably forests and grasslands on the edges of frostfell areas. They love natural caves on frozen tundra, which remain cool but also protect them from snow or ice on the outside. Spelleaters can survive in almost any environment, though they become highly agitated and hostile in hot, arid locales. If exposed to desert climates for long periods of time, spelleaters become almost bestial and seek to return to a more comfortable location with all haste.

Typical Physical Characteristics: Spelleaters are massive beasts, roughly as large as some young adult dragons and weighing almost twice as much. Their thick, bony armor is snug to their bodies, fitting together in overlapping plates. Female spelleaters have armor with smoother curves and flowing connections, whereas male spelleaters have armor plates with abrupt angles and interlocking edges.

SOCIETY

Spelleaters have no overarching society and live in small family groups. Extremely xenophobic, they tend to be highly protective of their families and will fight even other spelleaters that encroach upon their homes. Spelleaters consider themselves dragons (though most true dragons do not) and have inherited some of the societal traits of their creators. Most spelleaters believe themselves to be superior to other creatures—some feel this extends even to dragons—and



Spelleater

Illus. by C. Critchlow

SPELLEATER LORE

Characters with ranks in Knowledge (arcana) can learn more about spelleaters. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
24	Spelleaters are rare draconic creatures that date back to the dawn of civilization.
29	Spelleaters favor attacking spellcasters and pose a major threat to wizards and sorcerers.
34	Spelleaters can consume the magical energy of spells used against them, converting the spells into fuel to boost their own natural abilities.

thus there is a great deal of competition among spelleaters for dominance.

TYPICAL TREASURE

Unlike true dragons, spelleaters do not hoard treasure or wealth. More highly prized are magic items that they can slowly devour to sate their hunger. They often keep a stash of magic items for emergencies, such as when they are nearly consumed by the desire to destroy and devour casters. Hopefully, the enchanted objects will see them through until they can regain their composure.

ADVANCED SPELLEATERS

Spelleaters of up to 22 Hit Dice are Huge, while the few that grow to 23 to 30 Hit Dice are Gargantuan. Creatures of that size result only when a spelleater fully gives in to hunger, gorging itself on spellcasters and magic. Fortunately, most spelleaters manage to restrain themselves.

SPELLEATERS IN EBERRON

Like most other dragons in Eberron, spelleaters are extremely rare and try to stay out of the affairs of humanoids. Scholars believe that dragons created spelleaters during the Age of Demons, sending them to hunt down and destroy internal spellcasters encroaching upon the land. When that era ended, most spelleaters settled on Argonessen or fled to the icy lands to the northwest of the Demon Wastes.

SPELLEATERS IN FAERÛN

A very small number of spelleaters exist in Faerûn; most of them were hunted nearly to extinction long ago. The few remaining family groups live in seclusion north of the Spine of the World in Icewind Dale, hiding in order to avoid being completely eradicated by fearful wizards.

TWILIGHT GUARDIAN

"It's just a bunch of rocks and dirt—nothing to be afraid of. We should have brought a gardener."

—Zerric, a dwarf warrior,
encountering his first twilight guardian

This creature resembles a dragon in form but is made of a combination of wood, earth, and stone. It has two shining eyes of reflective obsidian but no mouth, with a ridge of spines running down its back to the end of its thorny tail. Twisted vines and roots crisscross its body, giving the beast the appearance of a mouthless dragon pieced together from various parts of the land.

TWILIGHT GUARDIAN **CR 7**

Always N Large plant (dragonblood)
Init +2; **Senses** low-light vision, Listen +2, Spot +2

AC 19, touch 11, flat-footed 17
(–1 size, +2 Dex, +8 natural)
hp 76 (8 HD); **DR** 10/magic
SR 16
Immune plant immunities (*MM* 313)
Fort +11, **Ref** +4, **Will** +1

Speed 50 ft. (10 squares)
Melee 2 claws +12 (1d6+7) and tail +7 (2d6+3 plus poison)
Space 10 ft.; **Reach** 5 ft.
Base Atk +6; **Grp** +17
Atk Options Combat Reflexes
Spell-Like Abilities (CL 8th):
At will—*transport via plants*

Abilities Str 25, Dex 14, Con 20. Int 1, Wis 8, Cha 6
Feats Combat Reflexes, Improved Natural Attack (tail), Run
Skills Climb +9, Listen +2, Search –1, Spot +2
Advancement see text

Poison (Ex) Injury, Fortitude DC 19, initial and secondary damage 1d4 Con. The save DC is Constitution-based.

Twilight guardians are physical manifestations of the spirits of dragons that have become one with the land. When a dragon chooses to become a perpetual warden of a particular area (usually around its home), it blends with the land and disappears. Soon after, one or more twilight guardians emerge, their bodies forming from the environment. Though possessing only a rudimentary sense of the dragon spirits that create them, twilight guardians are tough creatures constructed from the earth and capable of defending their chosen lands against those who would encroach upon it.

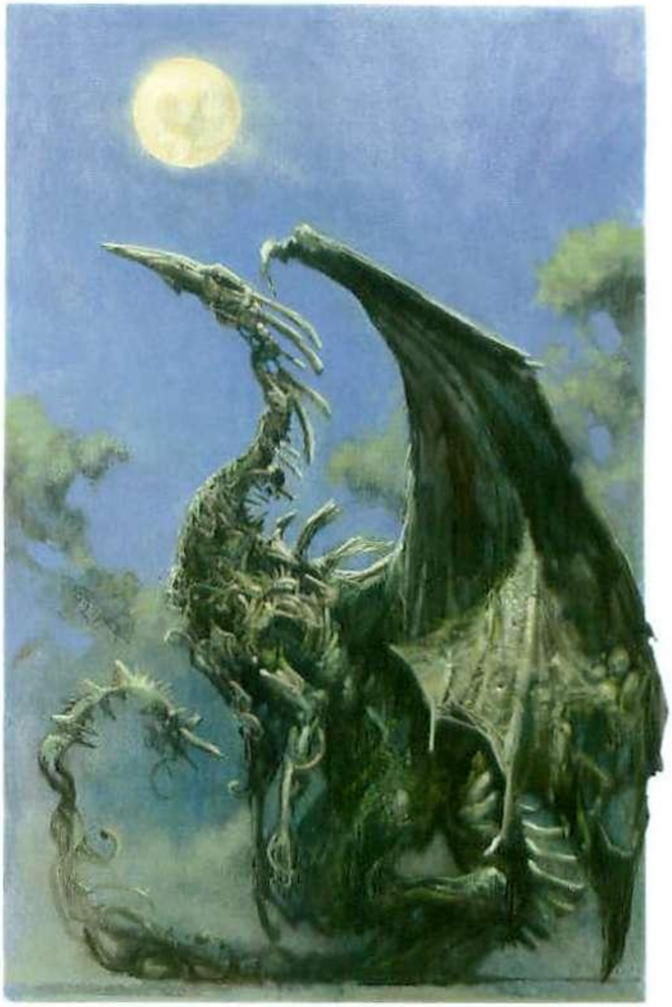
STRATEGIES AND TACTICS

Twilight guardians are almost mindless and have little capacity for tactics. As creatures built of the land itself, they can travel nearly instantaneously between two locations by melting into the ground and then emerging some distance away. They often use their ability to *transport via plants* to throw their quarry into disarray; a twilight guardian might engage a foe in one round only to transport across the battlefield and attack another target the following round. The creatures exploit their mobility to take on enemies that have spread out to avoid getting trapped or cornered.

SAMPLE ENCOUNTER

Twilight guardians are driven by their draconic creators' desire to protect the lands they inhabit.

Guardian Patrol (EL 9): Two twilight guardians patrol a lake where a great wyrm green dragon became a sentinel of the land rather than pass on from the world. The guardians attack any creatures not native to the area on sight. While one occupies a single target (usually the strongest or most heavily armored opponent), the other uses transport *via* plants to keep the rest of the intruders busy, giving its companion time to fell the toughest foe.



Twilight guardian

Illus. by C. Critchlow

ECOLOGY

Twilight guardians exist only in areas where a dragon has assumed guardianship over the land at the end of its life. They do not reproduce, mate, or grow attached to one another. In fact, twilight guardians care about others of their kind only in the sense that the loss of one weakens the remainder of the group. Unless killed, twilight guardians live indefinitely, rebuilding themselves from fresh matter each time they *transport via plants*, having no concept of mortality or time. Nearly mindless automatons, their habits are driven solely by their need to protect their homes from encroachment.

Environment: Twilight guardians live primarily in areas with readily available vegetation from which they can be formed. They are most often found in verdant areas such as forests, jungles, and swamps, where plant life is abundant and they can travel quickly and freely. But even deserts, badlands, and tundra often have enough plants to support their creation. In fact, they can live in any environment in which a dragon has assumed guardianship, though if removed from their normal landscape, they wither and die within a week.

TWILIGHT GUARDIAN LORE

Characters with ranks in Knowledge (nature) can learn more about twilight guardians. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (nature)

DC	Result
17	Strange creatures resembling dragons made of wood and dirt roam outlying forests and jungles, never seen near civilization but always hostile to intruders.
22	Twilight guardians are plant creatures (reveal all traits of the plant type). They appear only in areas that formerly had a great dragon presence.
27	Twilight guardians are the physical manifestation of the spirits of ancient dragons that were bound to the land upon their passing from the world. Twilight guardians are composed entirely of the land they defend.
32	Twilight guardians can travel between two locations by *transport via plants,* making them incredibly dangerous to even large groups.

Typical Physical Characteristics: A twilight guardian's appearance depends heavily on the area in which it is created. Those from forests are composed of bark, branches, vines, and grass, while those from badlands and scrublands appear to be made of wiry bushes, red clay, or cactus. Twilight guardians vary greatly in form and always have physical characteristics similar to those of plants native to the areas in which they live.

ADVANCED TWILIGHT GUARDIANS

Twilight guardians of up to 14 Hit Dice are Large, while those that grow to 15 to 20 Hit Dice are Huge. Typically, Huge twilight guardians exist only in lands where the former dragon had levels in the druid class or other strong ties to nature.

TWILIGHT GUARDIANS IN EBERRON

Twilight guardians are almost never seen outside Argonessen, where they are almost as common as dragons. On occasion, twilight guardians on Argonessen belonging to two different dragon spirits will war with one another, a bit of behavior held over from their draconic origins.

TWILIGHT GUARDIANS IN FAERÛN

Twilight guardians can appear almost anywhere in Faerûn, though they are most commonly seen in the less populated areas of the world. Many have been spotted in the High Forest and throughout the Savage Frontier, while others live in the jungles of the Chilian Peninsula and the forests of Cormanthor.

VELROC

"The only thing more irritating than humans attacking our homes is a half-mad spawn that thinks it's a real dragon."

—Ayunken-kocoi, gold dragon

The Creature stands upright on two thick hind legs, a pair of leathery Wings stretched from side to side. Its sleek body and slender neck resemble that of a true dragon, though its head seems more like that of a hawk or falcon. Occasional sparks of magical energy drift off the creature's body, settling to the ground or winking out of existence as quickly as they appeared.

VELROC **CR 12**

Always CN Large dragon

Init +3; **Senses** darkvision 60 ft., low-light vision (4 x human); Listen +12, Spot +8

Aura magic distortion 120 ft.

Languages Common, Draconic, Elven

AC 25, touch 12, flat-footed 22; Dodge, Mobility (–1 size. +3 Dex, +13 natural)

hp 152 (16 HD); **DR** 10/magic

Immune sleep, paralysis

SR 21

Fort +13, **Ref** +13, **Will** +12

Speed 30 ft. (6 squares), fly 60 ft. (good)

Melee 4 talons +22/+17/+12/+7 (1d8+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +16; **Grp** +26

Atk Options Flyby Attack, Snatch (up to Medium target)

Special Actions spell hijack

Spell-Like Abilities (CL 16th):

1/day—*antimagic field*

Abilities Str 22, Dex 17, Con 16, Int 12, Wis 14, Cha 11

Feats Dodge, Flyby Attack, Improved Natural Attack (talons), Mobility, Snatch[B] (treat as Huge creature), Weapon Focus (talons)

Skills Balance +14, Concentration +13, Escape Artist +10, Handle Animal +8, Hide +10, Intimidate +12, Knowledge (arcana) +15, Knowledge (history) +7, Knowledge (nature) +9, Knowledge (the planes) +7, Listen +12, Move Silently +14, Ride +6, Sense Motive +6, Spellcraft +13, Spot +8, Survival +7, Use Rope +4

Advancement see text

Magic Distortion Aura (Su) Velrocs generate an aura that disrupts spells cast in range, causing them to veer off course as though deflected by an unseen magical distortion. Whenever a spellcaster within the radius of this aura (120 feet) casts a spell with a range other than personal or touch, the caster must succeed on a Concentration check (DC 25 + the spell's level) or the spell is distorted by the velroc's aura. When this happens, the spell instead targets the creature nearest the original target. A spell can't target a creature beyond its normal range. If no other creature is in range, the spell simply fails to have any effect.

Snatch (Ex) Against Medium or smaller creatures, rake with talons for 1d8+9 per round.

Spell Hijack (Su) A velroc has the ability to send a spell targeted at it back upon its caster. Whenever a spellcaster fails to overcome the velroc's spell resistance, the velroc can hijack the spell. On its next turn, the velroc can use a standard action to cast the hijacked spell as though it were the original caster. All spell variables, including range, duration, and save DC function as though cast by the original caster, though the velroc remains the point of origin of the spell.

Velrocs are dangerous, impulsive dragons that have evolved from standard dragons that made their homes in wild magic zones. Though no longer bound to these wild magic lands, velrocs still retain the unpredictable magic wielded by their true dragon ancestors. The creatures can be incredibly destructive and are known to fly into fits of rage at the slightest offense. Their legendary tempers make red dragons seem calm and patient by comparison.

STRATEGIES AND TACTICS

Velrocs are exceptionally acrobatic fliers, and their combat tactics focus on their mobility and their skill at reaching great speeds in the air. Possessing no forelimbs like most dragons, velrocs prefer to swoop down and grab opponents off the ground, using their Flyby Attack and Snatch feats to grapple and carry off a victim. (Velrocs are treated as Huge for the purpose of the Snatch feat, allowing them to snatch up creatures of Medium or smaller size.) Then they fly high into the air, either dropping their prey and letting gravity take care of the rest, or dashing the creature against rocks or another hard surface. Velrocs rarely engage in melee combat for any length of time, instead swooping in and out before their quarry can mount a successful counterattack. However, they enjoy taunting their victims right up until the end.

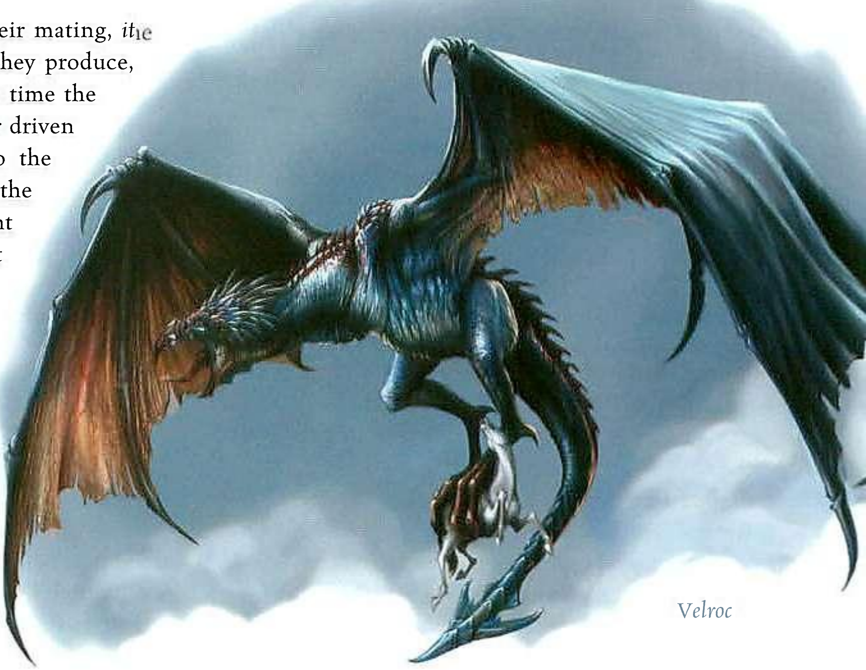
SAMPLE ENCOUNTER

Violent and predatory, velrocs are likely to strike out at any creature that dares to cross their path.

Dangerous Crossings (EL 12): A velroc rests atop a cliffside overlooking a commonly traveled road through an open grassland. When a caravan or other group of travelers passes below, it swoops down and tries to carry off a horse for food. If faced with opposition, the velroc decides to punish the lesser beings for their defiance. It targets spellcasters first, hoping to draw spells that it can hijack and turn on the rest of its opponents, occasionally snatching up armored foes and flinging them far away.

ECOLOGY

Velrocs have inherited all of the arrogance and legendary anger of their dragon ancestors. Fiercely territorial, they live solitary lives, coming together only to mate. Even then,



Velroc

Illus. by J. Zhang

the union is rarely pleasant. Following their mating, the two velrocs Typically fight over the eggs they produce, each wanting to be the sole parent. By the time the eggs finally hatch, one velroc has killed or driven off the other. The victor provides food to the young and teaches them how to hunt over the course of several weeks. After that, the parent usually abandons its offspring for fear that they might try to kill the elder velroc for dominance.

Upon reaching adulthood, most velrocs strike out on their own and try to claim as much territory as they can reasonably defend. All other creatures are potential enemies, particularly those that are also territorial. Velrocs regard other sentient beings as little more than beasts, and many settlements have been destroyed by a velroc seeking to seize more land. However, there is one exception—velrocs will not challenge true dragons over territory. Rather, they seek to avoid dragons within their domain to prevent conflict.

Environment: Velrocs prefer mountainous environments and open plains where they can spot prey and swoop down on it easily. A velroc's hearing is better than its eyesight, so they prefer to hunt at dawn and dusk, using their low-light vision and enhanced hearing to their advantage. Most velrocs nest in spacious areas where mountains or hills obscure the sun during twilight hours, giving them a longer period of time in which to hunt.

Typical Physical Characteristics: Most velrocs are about the same size as juvenile or young adult dragons. Standing at full height on its haunches, a velroc ranges from 10 to 14 feet tall, with a wingspan of over IS feet fully extended. Their scales can be any color in the spectrum, though some velrocs have mottled patterns that give their scales the appearance of oil floating on water.

VELROC LORE

Characters with ranks in Knowledge (arcana) can learn more about velrocs. When a character makes a skill check, the following lore is revealed, including the information from lower DCs.

Knowledge (arcana)

DC	Result
22	Velrocs are tall, two-legged creatures resembling dragons that hunt in open grassy areas, carrying off small horses and people unlucky enough to travel at dawn or dusk.
27	Velrocs are intelligent and often speak while swooping down for the kill, taunting victims before carrying them off to be devoured.
32	Velrocs don't just resemble dragons—they are dragons (reveal all traits of the dragon type) and are particularly violent and vicious predators.
37	Velrocs have special powers to alter the way magic works around them, giving them the ability to attack even the most well-prepared spellcasters.

SOCIETY

Velrocs have no real society due to their highly territorial nature. Males and females are equally powerful, and gender plays little role in their interactions. On the rare occasions where multiple velrocs come together to accomplish a common goal, their dealings are marked by duplicity and betrayal. Velrocs are prone to angry outbursts and have a hard time holding onto their tempers in situations when it would benefit them to do so. As a result, the creatures assault one another almost as frequently as they betray one another.

TYPICAL TREASURE

Like other dragons, velrocs favor gold and jewels as treasure. Award typical treasure as for a dragon of a comparable Challenge Rating that is native to the area.

ADVANCED VELROCS

Velrocs of up to 20 Hit Dice are Large, while those that grow to 21 to 30 Hit Dice are Huge (and are treated as Gargantuan for the purpose of their Snatch feat). Usually, Huge velrocs are found in areas with a strong presence of wild magic, which encourages them to evolve beyond their peers.

VELROCS IN EBERRON

Unlike most other dragons in Eberron, velrocs can be found almost anywhere on the continent. Particularly troublesome on Khorvaire, velrocs take pleasure in wreaking havoc with the magic used throughout the continent. Some velrocs enjoy interfering with transit lines (such as the lightning rail), though few venture anywhere close to major cities and outposts.

VELROCS IN FAERÛN

Velrocs are less common in Faerûn due to their aggressive natures, which has prompted many dragonslayers to seek them out and drive them away. The Dalelands still have a relatively large number of velrocs, and some are rumored to live in Anauroch, using the vast waste as a secluded home away from those who would challenge their domains.

VARIANT DRAGON ABILITIES

Most dragons possess several commonly known special abilities, ranging from potent breath weapons to the ability to exude powerful magical auras. However, like the humanoid races, no two dragons are the same; they have their own unique personalities, preferences, and bloodlines. Ancient red dragon princes might have passed on their special abilities to their offspring, creating a line of "noble" red dragons that dominate their brethren. Similarly, a gold dragon blessed by a celestial ally of her deity might bestow upon its children an aptitude for the divine, creating a line of dragon-priests that serve as religious leaders across the world. Regardless of their origins, these alternative powers separate some dragons from others of their type in remarkable ways.

In game terms, these differences manifest as variant special abilities. Like alternative class features (see Chapter 1), these new abilities replace the standard abilities gained by dragons as they grow older. Dungeon Masters wishing to throw a unique challenge at players or simply represent different bloodlines and evolutionary paths for the dragons in their world should consider these variants as a means of representing common differences. A dragon that receives a variant special ability when it reaches the appropriate age category does not gain the normal special ability at that age category, but no other changes at that age category are affected by this substitution.

Typically, a dragon doesn't choose a variant special ability; such abilities manifest more or less randomly as the dragon grows older. In the case of a dragon PC. the DM determines whether a variant special ability manifests, with input from the player as appropriate.

DRACONIC PRESENCE VARIANTS

Ask any adventurer how he knows when he's fighting a true dragon, and one of the most common answers you'll hear is, "I feel scared." Typically, the wave of fear created by a dragon's frightful presence follows mere moments after the first sight of the creature. In most cases, this renders the would-be dragonslayers shaken but has little other effect. For a change of pace, consider replacing a dragon's traditional frightful presence with one of the new draconic presence effects below.

A dragon gains a variant presence at the same age category it would normally gain frightful presence. Unless a specific range is given, these effects have the same range as the dragon's frightful presence. If the presence allows a save to reduce the effect, use the same DC as the dragon's frightful presence (10 + 1/2 dragon's HD + dragon's Cha modifier).

Some presences affect only creatures with fewer Hit Dice than the dragon, while others affect all creatures in range. Some presences take effect when the dragon attacks, charges, or flies overhead, while others take effect each round at the start of the dragon's turn.

Some effects are based on the dragon's age category. For dragons with frightful presence but no age categories (such as the landwyrms in *Draconomicon*), treat the dragon's age category as 1/4 its Hit Dice (maximum 12).

Dragons with a variant presence retain their same Challenge Rating.

Draconic Presence Effects

A draconic presence effect is either extraordinary or supernatural, as indicated below.

Awesome Presence (Ex): The mere sight of the dragon overwhelms weak minds. Whenever the dragon attacks, charges, or flies overhead, creatures within range that see the dragon and have fewer Hit Dice than it take a –5 penalty on Will saves against the dragon's spells and other abilities for 4d6 rounds. Creatures with 4 or fewer Hit Dice are also dazed for 1 round. A successful Will save negates this effect and renders the creature immune to that dragon's awesome presence for 24 hours. Creatures with an Intelligence of 2 or less are immune to this effect.

Only Huge or larger dragons can have this variant presence. Large dragons that become Huge as they grow older can choose to replace their frightful presence with awesome presence.

Burning Presence (Su): The inner fire of the dragon radiates forth as pure heat. Each creature within 30 feet of the dragon at the start of the dragon's turn takes a number of points of fire damage equal to one-half the dragon's age category (Reflex negates). Creatures with 4 or fewer Hit Dice that take damage from this effect are also blinded for 1 round. A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only dragons of the fire subtype, or whose breath weapon deals fire damage, can have this variant presence.

Celestial Presence (Su): The dragon's sacred energy pours forth from its body like sunlight, searing those who don't share its morality. Whenever the dragon attacks, charges, or flies overhead, non-good creatures within range that have fewer Hit Dice than the dragon take a number of points of damage equal to the dragon's age category and are blinded for 1 round. Non-good creatures with 4 or fewer Hit Dice are instead blinded for 2d4 rounds. A successful Fortitude save halves the damage, negates the blinding effect, and renders the creature immune to that dragon's celestial presence for 24 hours.

This variant presence is most common among celestial and half-celestial dragons (as well as planar dragons native to the

Upper Planes; see the *Draconomicon*), but any good-aligned dragon can have it.

Corrupting Presence (Ex): Waves of sickness emanate from the dragon, mirroring the corruption in its heart. Whenever the dragon attacks, charges, or flies overhead, creatures within range that have fewer Hit Dice than the dragon become sickened for 2d6 rounds. Creatures with 4 or fewer Hit Dice instead become nauseated for 2d6 rounds. A successful Fortitude save negates this el feet and renders the creature immune to that dragon's corrupting presence for 24 hours. Dragons ignore the corrupting presence of other dragons.

This variant presence is most common among black dragons, though any evil dragon can have it.

Dissolving Presence (Su): The air around the dragon becomes caustic, burning the flesh of all those nearby. Each creature within 30 feet of the dragon at the start of the dragon's turn takes a number of points of acid damage equal to one-half the dragon's age category (Reflex negates). Creatures with 4 or fewer Hit Dice that take damage from this effect are also nauseated for 1 round. A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only dragons whose breath weapon deals acid damage can have this variant presence.

Fatiguing Presence (Ex): The shock of the dragon's presence saps the strength of onlookers. Whenever the dragon attacks, charges, or flies overhead, creatures within range that have fewer Hit Dice than the dragon become fatigued for 2d6 rounds. Creatures with 4 or fewer Hit Dice instead become exhausted for 2d6 rounds. A successful Fortitude save negates this effect and renders the creature immune to that dragon's fatiguing presence for 24 hours. Dragons ignore the fatiguing presence of other dragons.

Fiendish Presence (Su): The profane horror within the dragon's soul permeates its surroundings, warping those who don't share its evil nature. Whenever the dragon attacks, charges, or flies overhead, non-evil creatures within range that have fewer Hit Dice than the dragon take a number of points of damage equal to the dragon's age category and are sickened for 1 round. Non-evil creatures with 4 or fewer Hit Dice instead become sickened for 2d4 rounds. A successful Fortitude save halves the damage, negates the sickened effect, and renders the creature immune to that dragon's fiendish presence for 24 hours.

This variant presence is most common among fiendish and half-fiend dragons (as well as planar dragons native to the Lower Planes; see the *Draconomicon*), but any evil-aligned dragon can have it.

Freezing Presence (Su): An aura of unearthly cold surrounds the dragon, turning the blood of its enemies to ice. Each creature within 30 feet of the dragon at the start of the dragon's turn takes a number of points of cold damage equal to one-half the dragon's age category (Fortitude negates). Creatures with 4 or fewer Hit Dice that take damage from this effect are also stunned for 1 round. A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only dragons of the cold subtype, or whose breath weapon deals cold damage, can have this variant presence.

Necrotic Presence (Ex): The dragon clutches to unlife so strongly that its presence instills nearby undead creatures with vigor. Each undead creature (other than the dragon itself) within 30 feet of the dragon at the start of the dragon's turn regains a number of hit points equal to one-half the dragon's age category (similar to the effect of an *inflict* spell). A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only undead dragons (such as dracoliches. ghostly dragons, and vampiric dragons; see the *Draconomicon*) can have this presence. Upon becoming undead, a dragon that would normally retain its frightful presence can choose instead to replace it with necrotic presence.

Shocking Presence (Su): The air around the dragon crackles with tiny bolts of blue-white lightning. Each creature within 60 feet of the dragon at the start of the dragon's turn takes a number of points of electricity damage equal to one-half the dragon's age category (Reflex negates). Creatures with 4 or fewer Hit Dice that take damage from this effect are also dazed for 1 round. A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only dragons whose breath weapon deals electricity damage can have this variant presence.

Thundering Presence (Su): The dragon's voice, its mighty wingbeats, and the creaking of its scales produce an earsplitting tumult. Each creature within 60 feet of the dragon at the start of the dragon's turn takes a number of points of sonic damage equal to one-half the dragon's age category (Fortitude negates). Creatures with 4 or fewer Hit Dice that take damage from this effect are also deafened for 5 rounds. Creatures in the area of a *silence* spell (or similar effect) are immune to thundering presence, and a dragon entirely within such an area does not gain the benefit of its thundering presence. A dragon can render this presence inactive (or reactivate it again) as a swift action.

Only dragons with a roar or similar special ability—such as the li lung (see *Oriental Adventures*) or the mountain landwyrm (see the *Draconomicon*)—or whose breath weapon deals sonic damage can have this variant presence.

VARIANT DRAGON SPECIAL ABILITIES

The *Monster Manual* describes special or spell-like abilities for each kind of dragon, but many of these are hard to use in a typical encounter or just aren't very interesting. To make a dragon encounter run more smoothly or to put a twist on the predictable array of special abilities, consider using the variant special abilities below. Each offers a story-based reason for including it in your campaign, but those details aren't necessary. It's enough just to say, "This green dragon is unusual," without creating an elaborate excuse to justify its existence (though such reasons can add flavor to the game).

Black Dragon

Sinister black dragons, masrers of death and decay, sometimes learn how to use their natural abilities to corrupt and destroy the lives of creatures that stray into their domain. Black dragons of this kind wallow in the rot of the swamp, experimenting with their natural magical ability to produce foul toxins and clouds of poison. Many black dragons that follow this path take human form and walk among the people of a town or village, spreading their corruption with malicious glee. Additionally, these monsters can become notorious assassins, accepting huge bribes and offerings to slip into the court of a powerful noble or ruler and dispose of him with subtle poisons. By twisting their own energies in this way, the dragons permanently alter their connection to magic, producing a bloodline of dragons that share these sinister abilities.

A black dragon with a variant special ability can be a nasty surprise

Illus. by L. Parrillo

Stinking Cloud (Sp): Once per day, a juvenile or older black dragon can use *stinking cloud* as a spell-like ability. This replaces the dragon's normal darkness spell-like ability.

Subtle Taint (Sp): Once per day, an adult or older black dragon can taint up to 1 gallon of water or other liquid with a simple touch. This ability makes any liquid poisonous (the equivalent of arsenic; see DMG 296) for 1 hour. Any liquid-based magic item (such as a potion) must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become poisonous, though this doesn't eliminate the item's normal effect. Liquids tainted in this way appear and taste the same as before, giving no indication that they are poisoned until consumed. This replaces the black dragon's normal *corrupt water* spell-like ability, and is the equivalent of a 2nd-level spell.

Cloudkill (Sp): Twice per day. an ancient or older black dragon can use *cloudkill* as a spell-like ability. This replaces the dragon's normal insect plague spell-like ability.

BLACK DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
juvenile	*Stinking cloud*
Adult	*Subtle taint*
Ancient	*Cloudkill*

Blue Dragon

One of the only true threats to a blue dragon in its natural environment is the presence of a group of brass dragons. In a one-on-one fight, a blue dragon will usually defeat a brass dragon of similar age, but when the brass dragon comes with allies, the tables can turn quickly. One family of blue dragons, constantly hounded and driven out of their lairs by groups of brass dragons, was forced to evolve to properly defend their homes. They have honed their innate connection to electricity and can summon powerful storms capable of knocking entire flights of dragons out of the sky. Moreover, blue dragons of this lineage engage in more active assaults against their enemies, sneaking up to attack their homes at inopportune times. These blue dragons are masterful tacticians and usually seek to pick off a group of brass dragons one at a time, eliminating them slowly but deliberately to weaken their numerical advantage.

Invisibility (Sp): Once per day, an adult or older blue dragon can use *invisibility* as a spell-like ability. This replaces the dragon's normal Ventriloquism spell-like ability.

Confusion (Sp): Once per day, an old or older blue dragon can use *confusion* as a spell-like ability. This replaces the dragon's normal hallucinatory terrain spell-like ability.

Call Lightning Storm (Sp): Once per day, an ancient or older dragon can use *call lightning storm* as a spell-like ability; treat this as if it were a spell cast during a thunderstorm or similarly adverse weather. This replaces the dragon's normal *veil* spell-like ability.

BLUE DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Adult	*Invisibility*
Old	*Confusion*
Ancient	*Call lightning storm*

Brass Dragon

Like overly friendly guests at a social affair, brass dragons are often persistent and inconsiderate when attempting to sate their hunger for conversation. At best, brass dragons can be described as chatty; at worst, long-winded and sell-centered. Most brass dragons are content to let a person go on her way once they have satisfied themselves or become annoyed with her disinterest. However, the more zealous seek constant companionship and conversation. These brass dragons, while not malevolent, frequently snatch up humanoids for extended periods of time, holding them against their will and forcing them to engage in conversation. The dragons hone their magic to better ensnare conversation partners, often at the expense of their traditional abilities. They spend a great deal of time in their lairs with a captive audience, sometimes forsaking eating for long periods of time and only venturing out for food when their "guests" become too fatigued from hunger to continue. After the dragon is convinced that its captive has no more words to impart, it typically returns the prisoner to wherever she came from, unharmed—though perhaps many months or years later.

Comprehend Languages (Sp): Three times per day, a brass dragon can use *comprehend languages* as a spell-like ability. This replaces the brass dragon's normal *speak with animals* spell-like ability.

Dream (Sp): Once per day, an old or older brass dragon can use *dream* as a spell-like ability. This replaces the brass dragons normal *control winds* spell-like ability. Brass dragons of this variety are not content to talk only when their captives are awake and often enter their dreams to continue the conversation.

Sequestered Companion (Sp): Great wyrm brass dragons sometimes resort to extreme measures to keep a companion for as long as possible. Once per day, the dragon can use sequestered companion as a spell-like ability. This functions as the *sequester* spell, except that it can be used on an unwilling target (Will negates). Additionally, the dragon can communicate with a sequestered creature by using its dream spell-like ability as if the creature were sleeping normally. This replaces the dragon's normal *summon djinni* spell-like ability, and is the equivalent of an 8th-level spell.

BRASS DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Wyrmling	*Comprehend languages*
Old	*Dream*
Great wyrm	*Sequestered companion*

Illus. by E. Widermann

Bronze Dragon

Much is made of the bronze dragons' curiosity and love of animals, but less attention is paid to their interest in war and combat. One bronze bloodline changes these perceptions, however, and shows that bronze dragons are among the best generals and leaders in warfare. A dragon can be a fearsome sight on a battlefield, often causing enemy troops to flinch before launching an assault. Moreover, bronze dragons love to be in the thick of combat where they can do the most damage. Indeed, unlike most humanoid commanders, bronze dragons can withstand most enemy attacks, boosting the morale of their troops while directly influencing the outcome of the battle. The bronze dragons that follow this path are. effectively, mercenaries. Usually, they will not work for a nation or city that is overtly evil, but they won't work for tree, either, often demanding exorbitant sums just to join the fray. Many humanoid commanders believe that this fee is worth every copper, however, when the tide of battle turns simply by the appearance of a single bronze dragon.

Heroism (Sp): Once per day, an adult or older bronze dragon can use *heroism* as a spell-like ability. This replaces the dragon's normal *fog cloud* spell-like ability.

Good Hope (Sp): Bronze dragons know that nothing harms an army more than losing the will to fight. Once per day, an ancient or older bronze dragon can use good hope as a spell-like ability. This replaces the dragon's normal control *water* spell-like ability.

Mass Bull's Strength (Sp): Great wyrm bronze dragons cannot only bolster their allies' bravery but also give them magical strength to carve through the enemy with greater ease. Once per day, the dragon can use *mass bull's strength* as a spell-like ability. This replaces the dragon's normal *control weather* spell-like ability.

BRONZE DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Adult	*Heroism*
Ancient	*Good hope*
Great wyrm	*Mass bull's strength*

Copper Dragon

Renowned as both mischief-makers and excellent hunters, copper dragons prize one creature above all else: the giant scorpion. It is a deeply held belief among copper dragons that the venom of giant scorpions sharpens the wit and keeps the hunter focused. For most, this is little more than superstition, but one group of copper dragons has subsisted on a diet of giant scorpions for so long that they have developed not only immunity to toxins but other surprising new abilities. Moreover, the inherent magic of the copper dragons has infused their blood with scorpion venom, physically altering them and bringing out scorpion characteristics. They have slightly thicker scales colored in many of the same patterns as scorpion carapaces, along with a segmented tail that eventually grows a potent stinger.

Immunity to Poison (Ex): All copper dragons of this lineage have the ability to ignore the harmful effects of poisons of any kind. This replaces the dragon's normal immunity to acid.

Neutralize Poison (Sp): Three limes per day, an adult or older copper dragon can use *neutralize poison* as a spell-like ability. This replaces the dragon's normal *stone shape* spell-like ability.

Poison (Ex): Injury, Fortitude DC equals the dragon's breath weapon save DC, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Three times per day, a great wyrm copper dragon can deliver this poison through its tail slap attack (which is actually a sting attack but otherwise deals the same damage;. This replaces the dragon's normal *move earth* spell-like ability.

COPPER DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Wyrmling	*Immunity to poison*
Adult	*Neutralize poison*
Great wyrm	*Poison*

Gold Dragon

Few creatures epitomize the concepts of goodness and justice as do gold dragons. They innately seek out injustice and evil, bringing their awesome power to bear to rid the land of wickedness. Among the gold dragons, a select few long ago devoted themselves to the pursuit of divinity and the worship of dragon gods, seeking to bring their influence to even the humanoid races. According to this particular group, dragon deities are to humanoid gods as dragons are to humanoids: far superior. These gold dragons pledged their lives and their lineage to the service of good dragon deities, hoping to spread their influence across the world. After many generations of service, a celestial dragon from the angelic host of Bahamut delivered a message and a blessing to these gold dragons: continue toiling for the cause of good, and their descendants would receive a boon from Bahamut. The result is a divergent bloodline of gold dragons imbued with the divine power of Bahamut and tasked with the destruction of evil.

Bonus Domains: Adult and older gold dragons of this bloodline begin to realize the full extent of the divine influence in their history, learning to channel spell power much as clerics do. Upon reaching adulthood, gold dragons gain the ability to cast spells from the Air and Protection domains as arcane spells. This replaces the dragon's normal *luck bonus* spell-like ability.

Detect Evil (Sp): Old and older gold dragons become acutely attuned to the flow of good and evil in the world, allowing them to sense the presence of evil in much the same way that paladins and clerics do. Three times per day. the dragon can use *delect evil* as a spell-like ability. This replaces the dragon's normal *detect gems* special ability.

Summon Monster VIII (Sp): Ancient and older gold dragons of this lineage eventually gain the full benefit of Bahamut's blessing, learning to call to the good dragon deities for assistance in times of dire need. Once per day, the dragon can use summon monster VIII as a spell-like ability, but can only summon good-aligned creatures. This replaces the dragon's normal *sunburst* spell-like ability.

GOLD DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Adult	*Bonus domains*
Old	*Detect evil*
Ancient	*Summon monster VIII*

Green Dragon

Though elves are often touted as the creatures most in tune with the forest and its whims, green dragons enjoy similar mastery over arboreal domains. None are more acutely in touch with this strength and magic than a particular group of green dragons native to the oldest and most primal forests. Deep within the heart of unexplored forests and jungles, venerable green dragons learn great secrets from the untamed ecosystem. The lure of such power is great, and many dragons tempted by the promise of this connection to the natural world have gone in search of these secrets of existence, never to be seen or heard from again. Those that do emerge from the dark heart of the first forests bring with them knowledge of how all plant and animal life interacts, which grants them the ability to fight off intruders into their domain as the primal forest would.

Entangle (Sp): Three times per day, an adult or older green dragon can use *entangle* as a spell-like ability. This replaces the dragon's normal *suggestion* ability.

Commune with Nature (Sp): Old and older green dragons of this bloodline can use *commune with nature* as a spell-like ability once per day, but only while within a forest or jungle environment. This replaces the dragon's normal *plant growth* spell-like ability.

Acid Fog (Sp): Once per day, an ancient or older green dragon can use *acid fog* as a spell-like ability. This replaces the dragon's normal *dominate person* spell-like ability.

GREEN DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Adult	*Entangle*
Old	*Commune with nature*
Ancient	*Acid fog*

Red Dragon

In ancient days, when dragons were among the only sentient creatures roaming the world, a tribe of red dragons rose to power overall others. Among them were extremely powerful sorcerers that learned to pierce the minds of allies, enemies, and minions alike, turning them into mere servants to the sorcerers' greed. As their first act using this knowledge, they created the dragon princes, a bloodline of red dragons destined to rule the draconic empire. However, their first act also turned out to be their last. Shortly after the sorcerers created the first red princes, their fellow dragons—fearing that the sorcerers would eventually tamper with other dragon types—slaughtered them and destroyed all evidence of their research. Bui the damage had already been done. The red dragon princes possessed a frighteningly strong array of mental powers and, as promised, soon dominated the rest of the dragons, ruling them with tyrannical force. Eventually, their grip on the land was broken, bur the enhanced lineage remained, a dire reminder of the power of draconic sorcerers.

Detect Thoughts (Sp): Three times per day, a juvenile or older red dragon can use *delect thoughts* as a spell-like ability. This replaces the dragon's normal *locate object* spell-like ability.

Mass Suggestion (Sp): Once per day, an ancient or older red dragon can use *mass suggestion* as a spell-like ability. This replaces the dragon's normal find *the path* spell-like ability.

Mass Charm Monster (Sp): Once per day, a great wyrm red dragon can use *mass charm monster* as a spell-like ability. This replaces the dragon's normal *discern* location spell-like ability.

RED DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
juvenile	*Detect thoughts*
Ancient	*Mass suggestion*
Great wyrm	*Mass charm monster*

Silver Dragon

Known for their friendliness and compatibility with humanoid societies, silver dragons are often **the** drakes most commonly seen by the average person. Unlike many other dragons, they seem to relish human form and often live disguised among humans for long periods of time. Unfortunately, some just cannot shed the draconic mindset and see themselves as natural rulers and leaders of men. Despite their love of humanity, or perhaps because of it. these silver dragons forge themselves into perfect public figures: charismatic, intelligent, quick witted, and well liked. After all, who better to lead the chaotic and violent masses than supremely wise, long-lived rulers? Even some humans would agree that these silver dragons make better leaders than they do themselves. The dragons spend less time aloft and more time dealing with the humanoid societies in their world, gaining special powers to control the populations of their domains.

Eagle's Splendor (Sp): Adult and older silver dragons of this group have the ability to project a strong sense of willpower and confidence, giving all those around them the impression that they are destined to rule. Three times per day, the dragon can use eagle's splendor as a spell-like ability This replaces the dragon's normal *fog cloud* spell-like ability

Mind Fog (Sp): Old and older silver dragons of this mindset know that humans and other races can be unruly and violent, rejecting the obvious wisdom of dragonkind and mistaking benevolence for tyranny—all because they cling to trivial concepts such as free will. Luckily, these dragons can help calm the poor souls. Once per day, the dragon can use mind *fog* as a spell-like ability. This replaces the dragon's normal *control winds* spell-like ability.

Mass Suggestion (Sp): Ancient and older silver dragons of this belief recognize the dangers of a mob, even to a creature as powerful as a dragon, and they develop abilities to handle such trouble. Once per day, the dragon can use *mass suggestion* as a spell-like ability. This replaces the dragon's normal *control weather* spell-like ability.

SILVER DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Adult	*Eagle's splendor*
Old	*Mind fog*
Ancient	*Mass suggestion*

White Dragon

Mostly known as feral beasts that barely retain the presence of mind necessary to be considered true dragons, white dragons make their homes in frigid climates around the world. Like many other creatures native to the frostfell environment, they possess an inherent magical connection to cold and ice, but few exemplify this better than the white dragons that live on glaciers in the polar regions. Hailing from the farthest reaches of the world and seen by only the most widely traveled adventurers, these dragons learn to manipulate their abilities for maximum effect. Prey is scarce, so the dragons cannot afford to let even one potential meal escape; as such, they can slow a fleeing creature or stop it dead in its tracks. White dragons of this lineage tend to be more savage than their more common cousins, leading many to believe that they have regressed into a purely bestial state.

Chilling Mist (Sp): Once per day, a juvenile or older white dragon can use *chilling mist* as a spell-like ability. This functions as an *obscuring* mist spell, but any creature within the area of the mist at the end of its turn also takes 1 point of cold damage per caster level of the dragon. This replaces the dragon's normal *fog cloud* spell-like ability, and is the equivalent of a 2nd-level spell.

Freezing Breath (Su): Adult and older white dragons of this bloodline are exceptionally adept at hindering their quarry with their breath weapon, making it difficult for prey to escape through a hail of ice and snow. Once per day, the dragon can choose to apply this effect to its normal breath weapon. Any creature that takes damage from that use of the breath weapon must succeed on a Fortitude save (using the normal save DC for the dragon's breath weapon) or be slowed (as per the *slow spell*) for 1 round. This replaces the dragon's normal *gust of wind* spell-like ability.

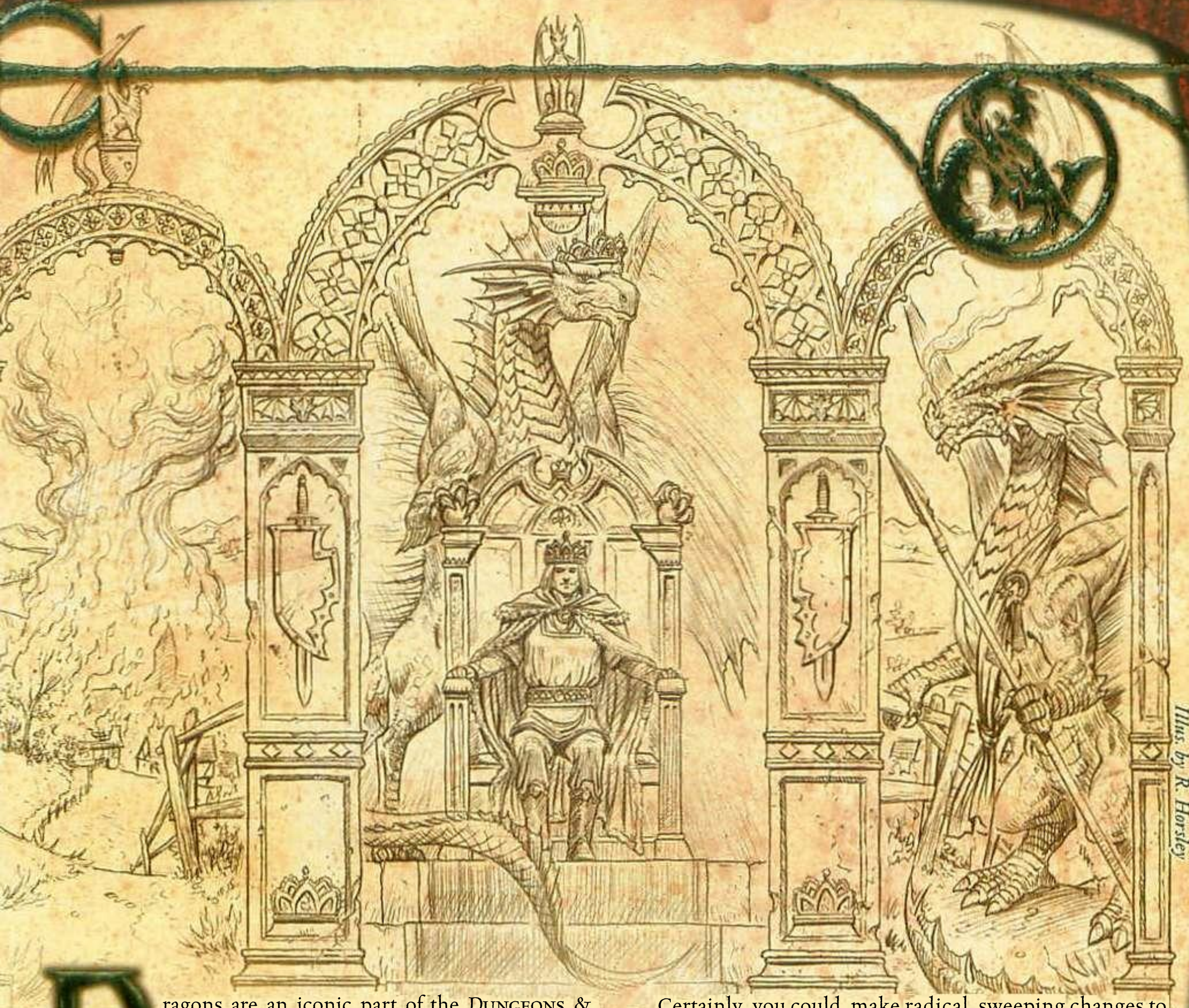
Waves of Exhaustion (Sp): Once per day, a great wyrm white dragon can use *waves of exhaustion* as a spell-like ability. This replaces the dragon's normal *control weather* spell-like ability.

WHITE DRAGON VARIANT SPECIAL ABILITIES

Age	Ability
Juvenile	*Chilling mist*
Adult	Freezing breath
Great wyrm	*Waves of exhaustion*

CHAPTER FIVE

DRACONIC CAMPAIGNS



Dragons are an iconic part of the Dungeons & Dragons game, which is hardly surprising given that they have a starring role in its name. They serve as major threats and villains, wise allies, and occasional sources of mystery or repositories of lost lore. But despite being the best-known creatures in most campaign settings, they make appearances only rarely. As the Dungeon Master, you're probably used to saving dragons for major events, which means PCs seldom encounter them, and then only in higher-level adventures.

But if you change that assumption, what kind of campaigns and adventures become possible? Dragons can be featured in encounters at any level, so why reserve them for the climax of a high-levelgame?They are powerful, cunning, long-lived, and able to settle in every environment imaginable. And if you add in dragonfire adepts, draconic prestige classes, dragonpacts, draconic auras, and other elements from *Dragon Magic*, their influence and presence can only grow. Indeed, part of the concept of this book is to consider what happens when dragons stop being aloof observers at the edges of the world and involve themselves in the affairs of lesser races. How might that alter a campaign? What happens when dragons rule kingdoms, form guilds, and go on adventures of their own?

Certainly, you could, make radical, sweeping changes to the world, but it's also possible to shift focus so the campaign simply becomes more dragon oriented. This chapter presents several campaign models in which dragons can be wise kings, curious sages, cunning merchants, vicious bandits, secretive assassins, or, of course, massive overlord monsters in the centers of vast dungeons. Any adventure appropriate for a low-dragon world still works in a draconic campaign. The main difference is that player characters have a chance to see, fight, and associate with the most popular monsters in the game.

Of course, not everything remains the same. Dragons view the world differently from the way that smaller, weaker, shorter-lived races do. You can replace the benevolent human king of a major country with a gold dragon, but that doesn't mean the dragon will act the same way the king did. Dragons have access to considerable power, lore, and wisdom. This inevitably leads to the formation of new organizations that support, investigate, or oppose dragons that take major roles in humanoid politics and life in general. And as new opportunities develop, the player characters must decide what side they're on and how they'll react to their new draconic friends and foes.

INTRODUCING DRACONIC ELEMENTS

Dragon Magic offers plenty of new ideas and game rules, many of which are designed to be core elements of a campaign. The dragonfire adept class is built to stand shoulder-to-shoulder with sorcerers, fighters, and rogues, and other characters can benefit from dragonpact magic, draconic feats, draconic auras, and everything else. But while these elements are robust enough to be placed in a campaign from the beginning, you don't have to restart an ongoing game to use them. Everything in *Dragon Magic* can be added to an established game to enhance threats and opportunities without invalidating adventures that have already taken place.

IT'S JUST RARE

One option is to decide that dragonfire adepts, draconic auras, dragonpacts, and the like have existed all along but are so rare that no player character has run into them before. This method works well for campaigns with little previous dragon interaction. Thus, you're not introducing new game mechanics so much as opening the characters' eyes to the true diversity of the world. If the PCs encounter a red dragon with a special draconic presence that deals fire damage to nearby creatures, they will most likely be surprised, but it's also possible that they've heard whispers of such a thing, perhaps with an appropriate bardic lore or Knowledge (arcana) check.

Similarly, the draconic campaign models presented in this chapter can be introduced as the way things work in distant or unknown lands. Rather than "reveal" that a local evil king has been a polymorphed dragon all along, or arrange to have a dragon take over an established kingdom, you might find it easier to move such elements to a far-off corner of the world that the PCs have never visited. In fact, having the party go on a quest (or just follow a map) to lands where everything from *Dragon Magic* is commonplace is a great plot point. In essence, the new elements are treated as no more special or unexpected than a new 4th-level spell discovered in an ancient tomb. They're just more evidence that the characters inhabit a complex and dynamic world.

IT'S ALL NEW

Another way to work the elements of *Dragon Magic* into an ongoing campaign is to present them as brand-new discoveries, never before seen in any part of the world. This approach prevents any sense of disbelief from the players that their characters never noticed such major concepts before.

You can use this method to establish new rules and new styles of play at the same time. For example, you can alter your current campaign by introducing a major event that results in a gradual (or sudden) shift to one of the draconic campaign models in this chapter, along with all the new game mechanics that would entail. This way, the players discover the new dragon plots and powers at the same time their characters do, coping with the terrible realization that some of the most formidable creatures in the world now command even greater abilities and are growing more active in the campaign.

For instance, you could have a fearsome green dragon conquer a forest kingdom the PCs have been to only a few times, declaring itself to be the new king. Reports suggest the draconic ruler has already set up other dragons as nobles under him, many of which exhibit new and strange powers. Hurriedly, a council of nearby kingdoms is called, and good-aligned dragons attend to give advice. This council asks the player characters to explore the new domain and spy on its dragon lords to learn the true extent of their new abilities and separate fact from rumor. While on this mission, the PCs encounter curious members of the First Scroll (see page 141), who also seek to investigate the changes, as well as grim members of the Harrowers (see page 143), who want to eliminate the new threat.

During the course of the adventure, the PCs face dragon foes with unexpected powers, confront enemy sorcerers who wield dragonpact abilities, ally with dragonfire adepts who work for the First Scroll, and capture the journals need-

A campaign might trace all new dragon magic to a single instructor

Illus. by E. Widermann

ed to understand the strange developments. The campaign now has new game rules the player characters can access, new enemies with grudges against them, and new allies suddenly thrust into prominence. The PCs might become the world's experts on the changes and find themselves sought out by dragons of all varieties that want to gain the mysterious abilities—or stop the puny mortals from sharing those secrets too freely.

This method also has drawbacks. Players could feel that dragon foes have an unfair advantage, since they've gained new powers that the PCs have never faced or learned to counter. More important, if you want to let the characters gain new draconic options, their current class levels can pose problems. Many feats, prestige classes, and other elements in *Dragon Magic* are perfectly appropriate for ongoing campaigns, but the characters won't have earned the prerequisites they need to qualify for the new options. However, you can overcome this by simply letting the players revise their characters, or by introducing a magical force or event to the campaign that alters the characters on a fundamental level. "The Battle of Dragon Fall," a sample adventure presented in this chapter, provides one way to introduce the new rules into a campaign and let the PCs incorporate these options retroactively.

DRACONIC CAMPAIGN MODELS

Dragon Magic introduces new options for dragons and for characters who want to be more dragonlike. When combined with *Draconomicon* and *Races of the Dragon*, this material produces more dragon-specific ideas than a typical campaign can use. But rather than construct a fully realized world with dragons around every bend, consider changing your campaign model to give the creatures more time in the spotlight. The sample models below can be used in almost any situation. You can start a new campaign world based on one of these models, or add one to an ongoing campaign to represent a major change in the balance of power.

BRINGERS OF DESTRUCTION

In a "Bringers of Destruction" campaign, dragons are the most powerful foes available and serve as the primary antagonists. More than just the final challenge of a given adventure or a single dungeon, they are the biggest threat to everyone and everything. Young dragons leave their hatcheries in droves, scouring the countryside as they seek food and territory of their own. Half-dragons and draconic creatures are common—for example, half-dragon dire wolves stalk the wilderness, and draconic trolls lurk in swamps and mountains. Entire civilizations have been brought low by dragons in the past, and current kingdoms fear that the same will happen to them.

In this model, the main difference is a greater frequency of dragon encounters. Low-level adventurers can expect to face wyrmlings and creatures that have the draconic template early in their careers, and each advance in level brings conflicts with older and more dangerous dragon foes. This situation encourages players to select dragons as favored enemies, buy or make dragon bane weapons, and look for ways to minimize the advantages of breath weapons and flight. It also produces a game in which characters who depend on sneak attacks or weapons with high threat ranges know they'll have plenty of opportunities to shine.

The in-game logic for such common encounters can be as simple as a high birth rate among evil dragons. If a mated pair of adult blue dragons starts producing four to six wyrmlings each decade until they reach a modest old age of 501, they will sire an average of 200 offspring. Alternatively, you can make the logic more complex, or make it central to a long-running plot. Perhaps most dragons have slept for centuries, and are only now awaking from their long hibernation for some mysterious reason. Or perhaps they rarely interfered with the affairs of lesser creatures in the past because good and evil dragons were too evenly matched, but recently something happened to all good-aligned dragons, clearing the way for their opponents to unleash havoc. If a specific event is responsible for a wave of dragon attacks, eventually the PCs will want to find out what has gone wrong and fix it.

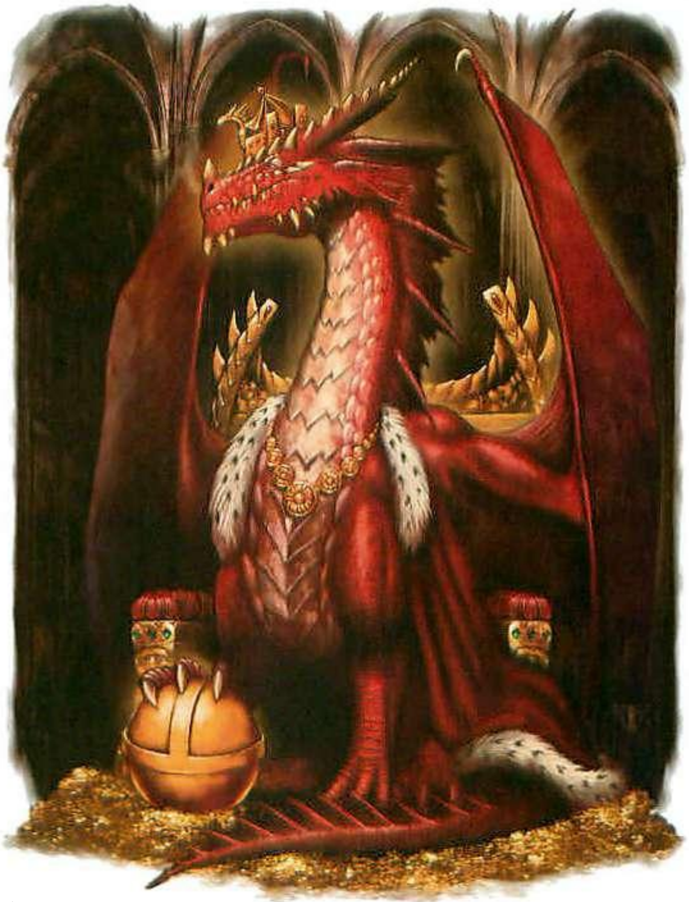
Of course, good dragons need not disappear in a "Bringers of Destruction" campaign. They can be featured as exceptional champions of peace and safety—or as destructive forces in their own right. Maybe they collectively decide to raze lands that are ruled through terror, preferring smoldering ruins to the petty tyranny of evil kings. Or perhaps the good-aligned dragons suffer from madness or a curse that turns them against even kindly realms. Again, this makes an excellent focal point for a campaign, if even good dragons have begun spreading death and destruction, the PCs will want to figure out what went wrong and restore the natural balance.

This model also allows more emphasis on draconic creatures and adherents. Perhaps it is not true dragons, but their offspring and worshipers, that pose a major threat. For example, a clan of kobolds might fill its ranks with so many half-dragons and dragonblooded warriors that it becomes a mighty force of destruction. Normally, kobolds are considered inconveniences at best, but with their draconic heritage reawakened, they might conquer opposing tribes and eventually seize the surrounding humanoid kingdoms. Rulers of far-off lands might snicker when the first human city falls to a kobold horde, but as the scaled threat expands, they would have to take it seriously.

Similarly, even nondragon threats could be given a draconic flavor. Groups of wild animals might follow draconic pack leaders, bands of assassins could include sorcerers with the Draconic Heritage feat or rogues with the Dragontouched feat, and brigands might have dragonfire adepts among their number. Other inhabitants of the campaign world would have to consider how to defend against their ravages. A kingdom might outlaw anyone with the slightest connection to dragons, in the hope of keeping the land clear of fire-breathing threats.

Early adventures in a campaign following the "Bringers of Destruction" model tend to be straightforward. The characters are called upon to clear a forest of a pack of very young green dragons, guard a caravan that rolls through the territory of a young adult blue dragon, or hunt down and kill an adult red dragon that is raiding nearby dwarf mines. Along the way, they must deal with an evil spellscale warlord (and his two dragonne pets) who plunders neighboring domains, drive off a maddened dragon turtle attacking a port town, or save craftsfolk kidnapped by a brotherhood of diamond dragons (see page 30) for slave labor. While the PCs might find the occasional mystery or political complication, their adventures focus on facing the most dangerous foes in the world and defeating them in combat. In time, as near-epic characters, the PCs must seek ways not only to deal with specific dragons but also to protect territories from future draconic threats.

Illus. by F. Vohwinkel



A dragon king has little need for royal guards

DRAGON KINGS

By nature, dragons are regal, mighty, and territorial. It's a small leap to assume that they might show interest in the power and prestige that comes with being a king. An ancient dragon can hold an empire together through force, making dragonpacts to ensure the loyalty of humanoid sorcerer-nobles. Even greater prestige is enjoyed by dragons that rule over nations of other dragons, in which ranks and holdings are determined by kind. Just imagine an empire led by a single ancient red dragon, with lesser dragons ruling as dukes and barons—blue dragons in the deserts, green in the forests, black in the swamps, and petty white nobles holding sway over the cold northernmost territories.

In a "Dragon Kings" campaign model, dragons fill the upper ranks of society but are not necessarily the major foes. Instead, consider the potential for the PCs to interact with dragons in social settings. Picture the scene as successful adventurers are brought into the throne room of a silver dragon duke that sits majestically on a massive throne formed from the coins, gems, and weapons of its private hoard. The PCs might accept a monetary reward for their services or take the opportunity to enter into a dragonpact or learn new draconic spells. A very young silver dragon, a princess at the court, might ask the PCs to escort her through lands fraught with more typical hazards. But how, exactly, can they force a flying teenager with a breath weapon to behave herself in dangerous situations?

In short, the characters have adventures similar to those in any politically driven campaign, but the principal figures are dragons or draconic creatures. The kidnapped count they're asked to rescue might be a wyrmling bronze dragon, and his abductors half-dragon sorcerers hoping to use his blood in a ceremony learned from a black dragon baron one kingdom over. A Huge white dragon king hires the PCs to clean out the lower levels of his ice castle's dungeons not because he lacks the power to do it alone, but because he just doesn't fit down there. The characters agree to help an overthrown prince sneak out of a desert kingdom, but the young ruler happens to be a juvenile brass dragon, and the tyrant usurper searching for him is an adult blue dragon with a horde of half-dragon guards.

With dragons occupying the highest levels of nobility, social status depends on a character's draconic characteristics, or lack of same. True dragons are the unquestioned upper class, with half-dragons, draconic creatures, dragonblooded races, dragonfire adepts, sorcerers, and similar characters each considered one step down the social ladder. An elf wizard or dwarf fighter is no more considered upper crust than a halfling thief, since all are weak and ephemeral compared to their overlords. While exceptional individuals can prove their worth, for most characters, social advancement means accepting some kind of dragon influence.

As the DM, you could opt to make the dragon kings different from others of their kind. Perhaps they come from specific bloodlines that impart unusual abilities (for details, see Variant Dragon Abilities on page 125). A few dragon families might trace their heritage directly to Bahamut, Tiamat, or other legendary dragons from the early days of the world. Maybe certain new options in *Dragon Magic*, such as draconic auras and dragonpacts, are the exclusive province of noble families, with "lesser" dragons held in no higher regard than typical humanoids. In these situations, PCs find themselves either standing with oppressed commoner dragons against tyrant nobles or defending the rulers from petty renegade dragons seeking to usurp their rightful power.

It's easy to shift an ongoing campaign to the "Dragon Kings" model. First, select a kingdom and arrange for its ruler to end up in poor health with no heirs. Unfriendly kingdoms nearby prepare to take advantage of the chaos that always comes when a monarch dies with no clear successor. Desperate to protect his people once he is gone, the king invites a dragon to rule in his place. Though the people are nervous at first, when the new king personally fights off an invading army, they begin to see the advantages of a flying, breath-weapon-wielding monarch. From here, things can escalate as slowly or quickly as you like. Dragons opposing the first dragon sovereign might conquer their own lands or offer their services to outlying kingdoms in return for noble titles. As dragon-ruled kingdoms prove to be powerful and resilient, more and more humanoid realms invite their own dragon rulers (or at least bolster themselves with draconic lesser nobles) or tall before the flying armies of the dragon monarchs.

Soon, only a tew humanoid kingdoms remain, left alone to serve as neutral sites where dragon lords can meet and hold negotiations. The PCs might be agents of one of the dragon-free domains, working against sorcerous spies, armies filled with the spawn of Tiamat. or even well-meaning dragonborn who truly believe that a nation is doomed it it doesn't agree to fair, lawful governance by the children of Bahamut.

WINGED DEITIES

It few creatures are as powerful as dragons, it stands to reason that some cultures would revere them as deities. Numerous examples exist in the EBERRON campaign setting, where the forces that created the world are attributed to dragons, and of course, the dragon gods Bahamut and Tiamat are well known. But what about religions that worship, revere, and obey living, breathing dragons? How might the world change if the deities are inhuman monsters that can be found on mountaintops and in deep forests?

Such religions are much more immediate than those that worship deities from other planes. Of course, clerics and druids know the gods they worship are real—they gain powers from their deities and can communicate directly with them. But for common worshipers, there's little difference between a cleric saying he has spoken to a deity ami showing divine magic to prove it, and a charlatan wizard claiming the same thing and casting illusions as proof. Gods don't visit their congregations directly, and worshipers don't expect them to. However, a church that worshiped a dragon could have its deity visit regularly, or even live within the temple. The rank-and-file faithful might overlook any lack of miracles when their object of veneration speaks to them directly, without depending on priests to act as intermediaries. However, even the most powerful of mortal dragons cannot grant spells to clerics, as true gods do. Since other religions will have clerics with such powers in a typical campaign, religions centered around living dragons usually take one of two basic forms.

The first is a religion that denies the need for divine spellcasters. Instead, creatures that have powerful arcane abilities take the roles of senior priests and temple defenders. In many cases, these faithful are dragonblooded or dragon-influenced, such as half-dragons, dragonborn, and the spawn of Tiamat. Below these are lesser officers of the religion, mostly dragonfire adepts, sorcerers, and characters who have the Dragontouched feat. The common worshipers might be of any race or occupation, though races with connections to dragons (real or imagined) are often the most enthusiastic faithful. In the cosmology of this religion, gifts that only dragons can grant, such as dragonpact abilities, often take the place of divine powers. A draconic sorcerer who acts as a priest accepts that his faith is real because the white dragon that rules his sect grants him special powers in the form of dragonpact magic. To the sorcerer, this is no less compelling than a druid's animal companion or a cleric's ability to turn undead.

The second possibility is a religion declaring that dragons are not deities but are chief among the gods' mortal servants, The dragons accept this view and are faithful to the gods worshiped within the religion. Obviously, many dragon-controlled churches worship one of the draconic gods, but that's far from the only possible scenario. Dragons can be seen as agents of humanoid deities in the same vein as outsiders—for example, red dragons might claim to be the Scourges of Erythnul, and gold dragons could believe they are Chief Justices of Heironeous. These creatures are essentially senior clerics and might have cleric powers (a DM can simply replace their sorcerer spells with a cleric or druid's spellcasting ability at the same caster level).

The end result is the same for either religious organization. Dragons drive the churches they rule over, giving orders, guarding temples, and confronting drakes of opposing faiths. Each temple is controlled by a single dragon that makes its home there. That dragon holds services, trains priests (who might be clerics, paladins, or arcane spellcasters, depending on the religion's cosmology), and passes holy laws. The most senior dragon is assisted by younger dragons that convey its commands to the lesser races, patrol the temple grounds, and train to control their own temples someday. The ruling dragon's alignment and goals guide the actions of its church, though dragons that worship true deities must have alignments no more than one step removed from that of their god.

The "Winged Deities" campaign model leans heavily on church-driven plots and adventures. A vile black dragon necromancer that runs a temple devoted to Vecna harries peaceful lands though dragonfire adepts, sorcerers, and undead under its control. A gold dragon known as the Grand Sun of Pelor sends its own followers out to oppose such corruption, aiding them with dragonpact abilities and dragon allies, ranging from wyrmling copper dragon paladins to silver dragon clerics. No church is without its own dragons and dragonblooded agents, and many dragons have holy symbols inscribed in their scales. It's possible to combine both religious models such that some churches have truly faithful dragons, while others are controlled by draconic charlatans.

Adventures are likely to include raids on evil temples, quests for draconic holy relics, urban infiltration to root out dragon cults, and exploration of lands free of the dragon churches' control. Player characters are often asked to undertake missions for one church or another, and they might be official temple troubleshooters. In some cases, clerics and sorcerers might be trained side by side under the church's purview, with dragonfire adepts treated as holy warriors much like paladins. As they gain power and prestige, the PCs must guard against attacks from agents of opposing churches that want to stop them from spreading a given dragon's influence too far.

DRAGONS AMONG US

In this campaign model, dragons and draconic creatures are everywhere, but people just don't notice them very often. Dragons use natural shapeshifting abilities or sorcerous spells to take on other forms, while draconic creatures simply exhibit fewer telltale characteristics. Anyone the PCs meet could be a dragon, or an agent or descendant of dragons. Everyone knows that dragons rule vast rings of spies and insinuate themselves into humanoid life wherever possible. Some dragons simply like certain races or specific cities, taking up residence secretly to cause as little disruption as possible. Others have far less benevolent motives and use their humanoid disguises to keep their true powers hidden.

Of course, even if the characters cannot tell if a given N PC is a dragon, they'll find out fast enough if they wind up in a fight with him. A thieves guild might discover that the innkeeper it tried to bully for protection money is actually a bronze dragon using alternate form. On the other hand, the guild is run by a red half-dragon thief (only the shocking color of his hair gives any clue), which is why the city guard's efforts to eliminate the guild have failed. Indeed, these two draconic characters wage a secret war for control of the city, while a silver dragon disguised as an advisor to the king tries to keep them from doing too much damage in the process.

In the "Dragons among Us" campaign model, many draconic races look more humanoid than they would in a normal campaign. A half-dragon might have nothing more to betray her heritage than an unusual eye color or tiny horns concealed beneath her hair. Similarly, dragonborn, spellscales, and others with the draconic creature template retain more of their base races' appearance than usual. Humanoid draconic creatures with wings can hide them under a large cloak, though they're obviously easy to spot when in use. As the DM, you might allow all true dragons (rather than just some metallic dragons) to use the alternate form ability to assume humanoid forms, which makes them harder to recognize and explains where half-dragons come from.

Characters in this campaign model encounter dragons frequently without realizing it. They must treat every encounter as having the potential for turning into a battle with a major draconic foe. An unassuming bandit could transform into an adult green dragon as soon as a fight starts, or a sorcerer could uncurl claws that reveal her to be a draconic creature. Adventures are still typical for a DUNGEONS & DRAGONS campaign, bur they take on a draconic tint. The lost dungeon explored by the PCs was once a dragon city, the artifact components they seek were forged by a dragon smith, and the forgotten lore they hope to rediscover was originally found by dragon sages.

Of course, since dragons often remain hidden, the PCs might spend the early adventures of the campaign discovering its secret history as a world of dragons. They begin to realize how commonplace the creatures really are only after learning that the kind sage who hired them to recover a spellbook is a dragon in disguise, his archnemesis who sent dragonkin warriors after them is a half-dragon, and the spellbook was written by a dragon wizard centuries ago. The PCs might keep this knowledge to themselves, thus becoming part of a vast hidden dragon society, or they might expose the creatures, incurring the wrath of good and evil dragons alike.

DRAGON OVERLORDS

Once dragons decide to become more involved in the lives of lesser races, it's only a matter of time before they lay claim to territories as ruling overlords. These dragons might be commonplace (such as in the "Dragon Kings" campaign model, above) or rare exceptions. In most campaigns, dragon overlords fill the same role as giant kings and genie princes—powerful rulers of foreign lands that can be political toils and personal threats for higher-level player characters. To create believable and interesting dragon overlords, strive to make them more than just kings with breath weapons.

Since a dragon lives longer than members of most other races, its control of a humanoid nation becomes a fact of life for generations of its subjects. A dragon that takes over a small country when it first becomes an adult can easily rule it for another 1,100 years (equal to roughly nine generations of dwarves or six generations of elves). Even more than a typical monarch, a dragon overlord shapes its domain with its personal worldview, making laws and deals that reward those of like mind, and driving off or imprisoning others (see Alignment of Power Centers, DMG 138).

Lawful dragons promote stability, though often through tyranny, while chaotic dragons enforce freedom and renewal, usually at the cost of protecting the weak. Good dragons show concern for the well-being of all those under their rule, while evil dragons focus only on their own power base. Morally neutral dragons frequently care only for their private pursuits, while ethically neutral dragons use whatever idea or system best furthers their own goals.

On a large scale, typical dragon overlords act much the same as formidable wizards or mighty warriors who happen to be rulers. Despite their vast personal power, they cannot be in multiple places at once (though being able to fly does cut down on travel time), and so they delegate many responsibilities to underlings. If possible, dragon overlords find weaker dragons to fill these subordinate positions. They believe that only other dragons can understand and implement their laws and goals, but then again, they don't want to give too much political power to potential usurpers. It's not unusual for an older dragon to recruit its younger children for such roles, though this turn of events can lead to the same kind of dynastic conflict seen with humanoid rulers.

Due to their extremely long life spans, dragons can make very far-reaching plans. A dragon overlord sees the difficulties its kingdom suffers over centuries and is willing to spend centuries fixing those problems. Massive projects—giant dams or irrigation canals, aqueducts, walled cities (or countries), artificial islands or mountains, clearing a vast wilderness for farming, and the like—might span generations of humanoid workers, but dragon kings can ensure they keep toiling for the betterment of their grandchildren. By the same token, tyrants can drive their subjects to work on vanity projects for just as long. An evil dragon overlord might force thousands of peasants to spend their lives building a temple, tomb, or astrological observatory that benefits no one but itself. It's easy for a dragon that controls a kingdom for centuries to arrange for structures that rival real-world marvels such as the pyramids of Egypt or the Great Wall of China.

However, their singular vision and great self-confidence also makes these overlords susceptible to massive failures of reason or planning. A dragon ruler that doles out harsh punishments for trivial offenses might oppress its people for so long that it crushes their spirit. The monarch dismisses arguments and pleas from its subjects as naive complaints from lesser beings who can't hope to live long enough to see the big picture. Similarly, a dragon that thinks its kingdom would be better off with more temples than farms, or with vast stockpiles of weapons rather than emergency stores of grain, can use its power to accomplish these ends—to the detriment of all.

Still, most dragons are intelligent enough to see the ill effects of poor planning. A benevolent dragon overlord might seem harsh, distant, or greedy, but it also protects its people from invaders and other threats, not to mention their own failings. A gold dragon duke might order its subjects to clad its lair in sheets of pure gold, stoking their discontent because it considers such ornamentation a fitting tribute to its long and magnificent rule. But when supplies run short, the dragon stops work on its lair to help the people recover. When blight or drought strike the land, the people give thanks for the granaries and aquifers the dragon had their forefathers build. And though they might not appreciate the safety of living under such a powerful monarch, they would miss that protection if their ruler left them to the ravages of wild beasts and conquering armies.

Of course, not all dragons are perfect. Typical drakes are mentally and physically superior to most creatures in their domain, but some tall short of the ideal. To be effective and tenacious rulers, they compensate for their failings with different tactics and styles of rule, as discussed below.

DRAGON THUGS

Most dragons are highly developed mentally, with keen intellects, vast wisdom, loads of personal magnetism, and access to ancient lore. A red dragon is the equal of a typical human in Intelligence, Wisdom, and Charisma when it's merely a wyrmling, and as it matures, it surpasses even the wisest humanoid sage. When such dragons set out to rule a territory, they carefully consider how to maximize their advantages, build a network of allies, and keep their foes off balance with cunning deceptions. They use the same advanced political techniques of experienced kings and community leaders, backed with draconic might.

But not all dragons have this vast intellect at their disposal. Until at least full adulthood, a typical white dragon is actually inferior to a standard human in most mental attributes. Among other dragons, such below-par intellect is more common. Felldrakes, while good-hearted and loyal, lack advanced cognitive abilities. Sea drakes have a great deal of leadership ability but aren't significantly smarter than a typical sailor. Numerous other drakes (such as abyssal, earth, fire, magma, ooze, and water drakes; and a few other dragons (including rust dragons and hill, plains, and tundra landwyrms) just aren't terribly smart even at full maturity. When seeking to become overlords of a territory, these dragons must rely on brute force much more than their cannier cousins.

It's important to remember that even these dragons aren't "dumb" in any normal sense of the word. They are cunning in much the same way as animals and many magical beasts, with keen senses and great stores of self-confidence. A rust dragon might not have a vast vocabulary, speak multiple languages, or be adept at learning or recovering lore, but it's still a thinking, rational creature able to spot traps, smell out cheats, recognize foes, and remember what tactics have worked in the past. Dragons with low Intelligence scores treat most problems as barriers to be knocked down rather than puzzles to be solved.

The two major differences between dragon thugs and other dragon overlords are scale and organization, Dragon thugs rarely try to take over more Territory then they personally can cover in two weeks. For winged dragons, this can still be a considerable expanse, but it won't include far-off lands or colonies that must be run by underlings. A dragon thug wants to be able to reach every area of its domain and forbids its servants from pushing the borders too far. Even a nomadic ruler that leads a clan or tribe across the steppes will not allow its forces to spread out so far that it can no longer oversee them all personally.

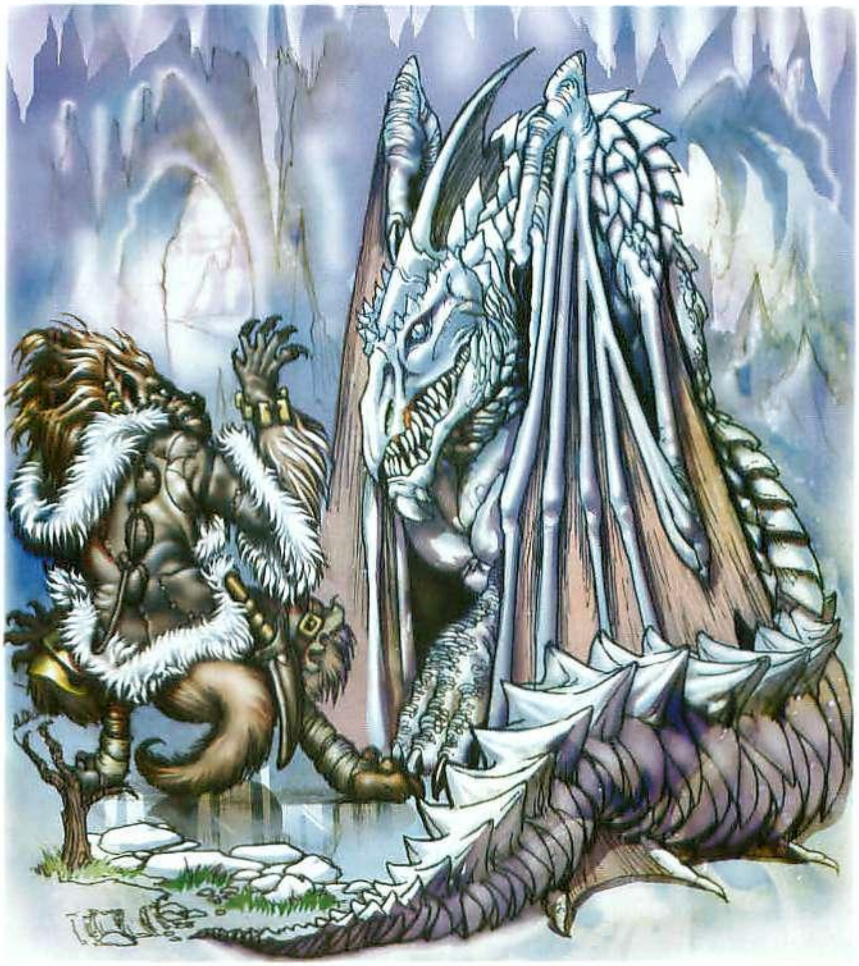
Similarly, dragon thugs want to deal with as few people as possible, having little interest in other levels of authority. A white dragon ruler of a land that includes a tribe of gnolls deals with only one gnoll, be that the chieftain, the shaman, or just the first gnoll it encounters. The dragon doesn't care how the tribe organizes itself. The gnolls can have lesser chieftains, warlords, battle leaders, and orders of priests if they wish, but the dragon deals only with a single chosen representative. This arrangement allows dragon thugs to bully large groups by threatening the people in charge, but it also means that the groups aren't being put to their best use.

Dragon thugs tend to be straightforward in their requirements of underlings. A tundra landwyrm that rules a stretch of frozen plains demands the villages within provide it with a set tribute each season, consisting of large quantities of food and small tokens of treasure. It outlaws anything it sees as a threat to its power, including heavy strongholds, large standing armies, powerful churches, or academies of magic. The landwyrm designates sections of its territory as areas where only it can hunt. It assigns a single humanoid to rule over each village or town and deals with no one but. If anything goes wrong in or near a settlement, the community's speaker must explain or face the consequences, and the landwyrm doesn't care about extenuating circumstances. If the speaker satisfactorily explains who or what caused the problem, the landwyrm destroys or banishes the culprit. If, however, the speaker fails to provide a suitable target for the landwyrm's wrath, it takes out its displeasure by appointing a new speaker—possibly after disposing of the old one.

Different dragons use different methods, but the basic guidelines remain the same. A spiked felldrake that declares itself the guardian of a territory might be more tolerant of those it assigns to watch over certain villages, but it still requires the speakers to keep their explanations simple. A transgression rooted in ignorance or accident might be forgiven, but someone who violates the felldrake's laws willfully is driven into exile. On the other hand, an evil abyssal drake would likely execute someone for even minor infractions. But all these dragons keep their rules, organization, and solutions simple.

Thus, while dragon thugs do make use of the creatures in their realms, assignments are general. A band of ogres might be charged with guarding the dragon's lair, but they are left to determine on their own the best way to do that. Similarly, a sea drake might demand that the residents of the islands within its territory reduce the level of piracy in the waters, but it makes no effort to suggest how. Successful speakers are often smarter than the dragons that rule them, and they've learned to be quick when offering solutions to problems. A speaker who tries to outsmart his overlord must be clever enough to succeed in a single attempt, for the dragon won't allow a traitor to live once any betrayal is discovered.

When dealing with dragon thugs, the PCs can expect no cooperation from the locals, who usually refuse to talk about their overlord or help the characters contact it. Characters who look like troublemakers are made unwelcome, in the hope that they'll depart quickly and be far away before the dragon discovers them and looks for someone to blame. Deal-


Less intelligent dragons choose a single individual to represent each community under their rule

Illus. by D. Bircham

ing with the creature is straightforward, since it comes to eliminate threats directly rather than sending spies or grunt troops first. That's not to say such conflicts are easy—their very lack of subtlety forces these dragons to remain vigilant and in peak fighting form. The advantage of treating every problem as a fight is that the dragon becomes very good at fighting.

FORTRESS DRAKES

Flying dragons can cover vast stretches of land personally, get an airborne view of their domains with ease, and outmaneuver most foes that dare to move against them. Dragons that swim with great ability have much the same advantages in their own realm; a sea drake that rules an island chain can use the same basic tactics to watch its kingdom as a brass dragon that controls a desert with a dozen oases. These dragons might have a well-protected and well-hidden lair that serves as a safe place to sleep and store a hoard, but they don't rely on it for personal defense. They are confident that no army can cut them oil from an escape route, no foe can corner them, and no circumstance can force them to face battle unprepared. Indeed, such dragons often stay away from strongholds so their movements won't be hampered in tight quarters.

But landbound dragons must think differently, especially if they wish to defend a realm. If a forest landwyrm decides to claim a woodland, it must build forts to protect the vital areas, much as an elf king would. The landwyrm can't depend on being able to outmaneuver an army, since it's limited to running (or very slowly burrowing) and can be cut off from other areas of its demesne. Nor can it spot an oncoming enemy from the air, which means that it needs scouts, and those scouts need strongholds. The landwyrm might feel confident that it can defeat any enemy in battle, but until it arrives, its subjects need walls to keep them safe. However, a dragon-built fortress is not simply a big castle with an extra room where it sleeps. Aware of their own strengths and weaknesses, landbound dragons construct fortifications to complement their abilities. If the aforementioned forest landwyrm rules over a few towns of gnomes, it likely has them build forts to maximize its abilities as well as their own. In addition to traditional walls and battlements, a typical forest redoubt has very long runnels just below the surface, allowing the landwyrm to burrow upward to attack foes or dig downward to leave the fortress in case of siege. Gnomes guard the tunnels, which are rigged to be collapsed should a foe breach them. Further, the areas around the fortress are carefully cultivated to include thick sections of woods at a distance, allowing the landwyrm to ambush forces that take cover to avoid missile weapons fired from the battlements.

Dragon-designed fortresses have a few common elements not seen in other strongholds. Each section of outer wall or tower includes an area big enough for the dragon to access, with a large shuttered portal through which it can use its breath weapon. Generally, such breath-holes are designed to give a good field of fire. Often, the fortresses include wedge-shaped killing grounds exactly the size of the dragon's breath weapon. Major buildings are constructed around "fighting halls"—passageways broad enough for the dragon to run through, with low ceilings to prevent flying foes from avoiding melee combat. Every smaller room is located off a fighting hall, to ensure that no one can set up in a place the dragon cant reach. Large blocks of stone sit near all major doorways so the dragon can seal off sections as needed, forcing invaders to spend valuable time hooking up block and tackle rigs or waste spell power bypassing such barriers.

Dragons are pragmatic when choosing forces to operate their castles. Any creature smart and loyal enough to take orders is considered; traditional enemies might work together in the network of fortifications. A mountain landwyrm's castle might employ dwarves as craftsfolk, gray elves as archers, giant eagles as scouts, hill giants as shock troops, gargoyles as wall patrols, and stone giants as catapults and other siege weapons. While these forces would never work together voluntarily, none dare anger a mountain landwyrm that has their territory firmly in its grip. Of course, the landwyrm must choose capable commanders—perhaps dragons or half-dragons—to lead the forces.

A fortress is never a dragon's primary lair. By its nature, a fortress must be accessible to many underling visitors. Even flightless dragons prefer lairs that are difficult for others to reach, and they often establish lairs in the densest forests, highest mountains, or deepest caves. Any guardians chosen to protect the primary lair are always a separate force from those employed to man the fortress.

SCALED COWARDS

Despite their vast personal power and resilience, not all dragons are willing to risk themselves in combat. Some younger dragons, cowed by how little of their potential power they have mastered, fear dying before they fully mature. More rarely, older dragons decide they are too important to take chances, and they shy away from even the slimmest possibility of death. Most often, however, dragons are cowards because of a character flaw common to their race. Ethereal dragons, air and ice drakes, and hill, jungle, and plains landwyrms are some of the more cowardly examples.

Other dragons are simply more cautious, which differs from cowardice but results in similar tactics, at least early in a conflict. Examples include amethyst dragons, ooze and smoke drakes, and sunwyrms. These creatures might employ the same techniques as their more fearsome kin, but they're more willing to take risks to achieve their goals. Craven dragons flee any conflict that seems dangerous, even if doing so means abandoning their plans, allies, and territory.

Cowardly dragons claim lands they can protect with minimal effort. Defensive walls and towers are common, as are large standing armies. These dragons might even prefer to be the power behind the throne, establishing whole families of figurehead rulers to take the blame forbad decisions—not to mention assassins' arrows. Particularly cunning dragons set themselves up as minor villains of a nearby region, who have already been cowed by the local rulers into never attacking their territory. This allows them a small, undisturbed area close enough nearby to keep an eye on their figurehead servants.

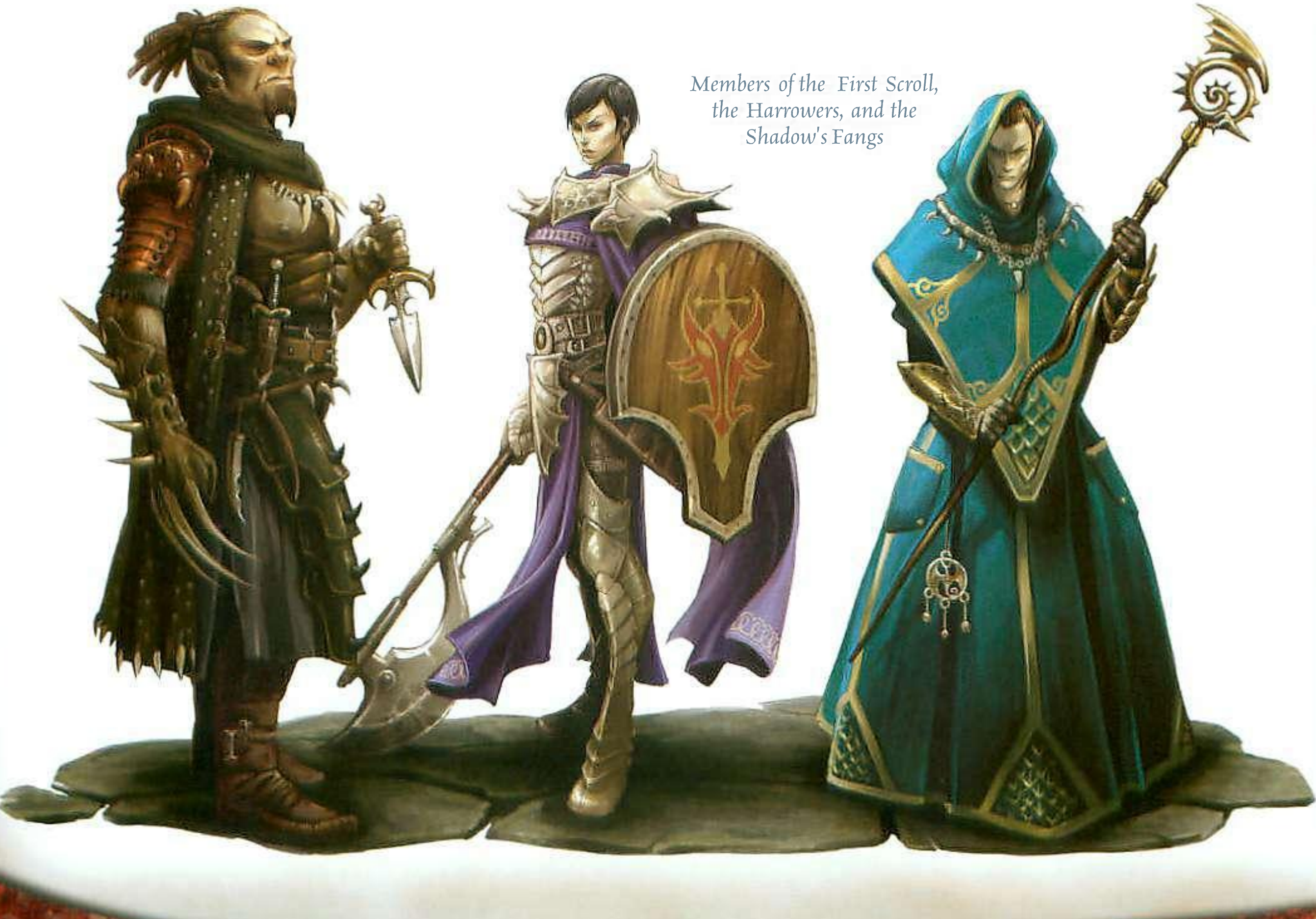
Dragons that avoid risk are less likely to push their subjects to work on massive, long-term projects (though defenses are a notable exception). If the dragon does opt to build a large-scale temple or monument, it attempts to show an immediate, positive benefit, such as the favor of the deities, even if it has to manufacture such a benefit itself. This process usually involves selecting an obvious director of the project and allowing her to absorb any blame. Even in a dragon's realm, some people are always willing to risk failure and death for the chance at a great reward.

If forced to fight for its domain, a cowardly overlord uses what resources it can to wear down foes before confronting them directly. The dragon always couches this activity in terms of "scouting enemy positions," "making tactical raids," and holding itself "in reserve," to prevent open rebellion from the soldiers being sacrificed. If the dragon is forced into personal combat, it tries to lay traps, choose favorable terrain, and ambush opponents. Should those preparations fail, a true coward flees its kingdom rather than face defeat. Such dragons usually have one or more escape plans ready to go at a moment's notice, and they almost always abscond with guards and treasure.

MINIONS AND ADVERSARIES

Despite their clout and independence, most dragons are realists. Even the mightiest solitary creature in the world can be brought low if enough foes join against it. By the same token, a weak creature can gain considerable protection by building a network of support or joining a group already dedicated to a more powerful ruler. Dragons that wish to interact with other creatures on a regular basis soon recognize the need to have spies, guardians, advisors, and contacts. Because they can offer great rewards in the form of lore, aid, and treasure (though most dragons give up pieces of their hoard only as a last resort), they're able to recruit skilled and loyal minions to protect their interests, keep them informed, and strike out at their foes. As dragons age, their organizations often grow into powerful cults, noble orders of knighthood, or respected academies of knowledge, depending on the dragon's own demeanor.

Of course, such organizations don't grow unopposed. For every cult dedicated to protecting and promoting the interests of a dragon, a conflicting group forms to bring that dragon down. Very few dragonslayers are foolish enough to believe they can defeat their mighty enemies in single combat, or that the creatures would allow such a battle to take place. To have any chance against a dragon, its opponents must gather for mutual support and aid. It's common for knights to band together to destroy evil dragons, but groups devoted



Members of the First Scroll, the Harrowers, and the Shadow's Fangs

Illus. by E. Widermann

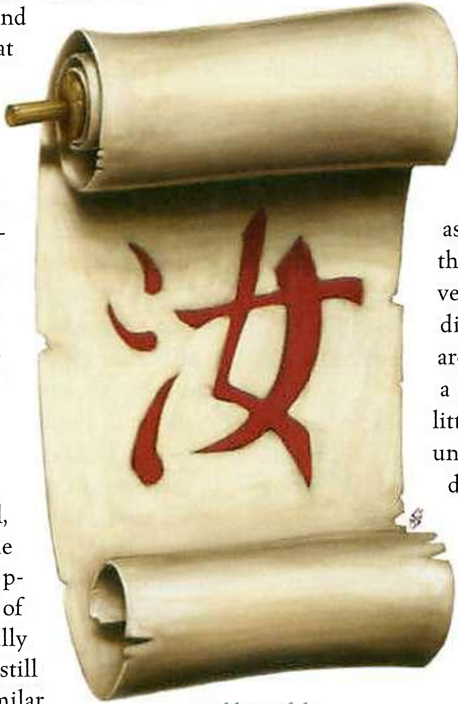
to limiting the political, magical, or economic influence of all dragons also exist. To some scholars, the very existence of dragons—even those of good alignment—is a threat to the freedom and self-determination of any lesser race.

AFFILIATIONS

This section presents three affiliations bent on studying, defeating, or aiding dragons: the First Scroll, the Harrowers, and the Shadow's Fangs. The format follows the one introduced in *Player's Handbook* II, which gives specific information regarding the type, scale, and benefits and duties of members. That book also outlines more draconic affiliations, including Dragon Island and The One and the Five. However, Dungeon Masters need not own *Player's Handbook* II or employ those additional rules in order to use the three organizations below. You can easily work them into any campaign from the material presented here: just ignore the tables and the information on executive powers.

The First Scroll

Heraldry: A curled dragonhide scroll, unfurled just enough to see a single rune ("magic") of what is written within. It represents the arcane secrets that members of the First Scroll believe dragons originally discovered and. in many cases, are still keeping hidden. Members often use similar imagery in their own heraldry and symbols, though never exactly the same dragonhide scroll.



Emblem of the First Scroll

Illus. by M. Sebley

Background, Goals, and Dreams: Though it is an ancient scholarly organization, the First Scroll thinks of itself as a group of newcomers. Members seek to explore the nature of magic (especially arcane magic), its connection to dragonkind, and how it came into the hands of other races—subject matter that draws on events from eons past. They firmly believe that dragons either created or are the source of all arcane magic, and to truly understand such energy, they must know its origins. Their name comes from the idea of the first scroll of arcane magic ever created. Many members believe this legendary item is a true artifact used by dragons to pass their lore on to other races.

The First Scroll has its roots in scholarly debate between wizards and sorcerers regarding the nature of arcane magic, Lengthy discussions between the two groups involved the fact that sorcerers and bards seem to learn arcane spells instinctively, while wizards must spend weeks of careful study to achieve the same result. In time, the theory was proposed that wizardry and sorcery were two branches of the original arcane magic, which at one time existed in an undiluted form. As this idea developed, the debaters put forth the notion of magic that existed in draconic blood but that could be described in scholarly terms. Inevitably, this thinking led to the question of when such innate power was first codified in writing, which led to the idea of the first arcane scroll, likely created by a dragon. The idea was persuasive enough to convince a group of sages and spellcasters to form an organization to attempt to prove it. Driven by the image of the original arcane writing, the group called itself the First Scroll.

Its ultimate goal is to find the original source of magic and trace it from its roots to the many uses and forms that exist today. Members believe this origin is closely linked to the history of dragons, and that clues to its nature can be found in the magical prowess and powers of modern dragons, as well as in ancient dragon history. Many within the First Scroll see dragons as the arcane version of gods, with deities passing down divine magic and dragons passing down arcane magic. Some members are more than a bit fanatical about their theories, though little evidence supports them. However, it is undeniable that some connection between dragons and magic exists, and the First Scroll has successfully developed many new spells and items in the pursuit of its goal.

Members engage in various activities, which are generally proposed by small groups that set out on their own rather than waiting for assignments to be handed down by a ruling council. Most commonly, members seek out books of lost lore, attempt to engage ancient dragons in discussion, and perform experiments to unify the magic of wizards, sorcerers, bards, and dragonfire adepts. When a member believes he has made a major discovery—such as a new application of magic, an original copy of an ancient tome, or simply a new revelation wrested from a dragon's conversation—he writes a paper on the subject and sends it to senior scholars of the college. They review the paper, and if they find it worthy, it is disseminated more widely in the ranks for further teaching and study.

Enemies and Allies: First Scroll members consider themselves neutral in all conflicts and claim they have no enemies. Realistically, the First Scroll is no more immune to political pressure, greed, and the expectations of an expanding network of alliances than any other powerful organization. The primary campus of the First Scroll must keep the nearby religious and secular leaders happy, and so members often undertake missions designed to further the goals of these allies rather than advance their own research. By the same token, the enemies of the local nobles and churches often take actions against the First Scroll to weaken the support the college can offer its regional allies.

Further, many groups feel strongly about the First Scroll. Many dragons and their agents dislike the group's members, seeing them as annoying meddlers at best, and dangerous fools or nosy spies at worst. Most good dragons view the group with suspicion, worried that a First Scroll scholar experimenting with powers beyond his understanding will unleash something dangerous or naively make a deal with an evil dragon that has far-reaching consequences. Evil dragons often see the First Scroll as thieves out to steal knowledge, books of magic, and possibly draconic artifacts. A few dragons of both alignments have learned that the college can be manipulated to undertake difficult missions by promising to reveal a draconic secret in return.

Many churches oppose the First Scroll as a matter of principle. In particular, priests take offense at the idea that dragons are arcane versions of deities, and they treat the college as a cult attempting to undermine the divine authority of the church. The exceptions are churches dedicated to gods of knowledge and magic (such as Boccob, Vecna, or Wee Jas), which often see the college as a useful source of information and well-trained spellcasters.

Members: Most members of the First Scroll are wizards, sorcerers, and dragonfire adepts. A great deal of internal conflict can be traced to the different attitudes of these three groups.

Wizards consider themselves the true motivating force of the organization, since they do most of the serious research, authorship, and analysis of draconic information.

Sorcerers see themselves as the true motivating force, since they are delving into their own heritage and often understand new truths instinctively, whereas wizards must devote weeks of research to each new revelation.

Dragonfire adepts feel that only they put draconic knowledge and gifts to their proper practical use; the others get too tied up in theoretical debates to learn how other races can use dragon magic.

In truth, all three groups contribute equally to the overall success of the First Scroll, but each tends to believe that its contributions are the most important, and that the other two lean on its expertise.

A few bards are drawn to the First Scroll from a sheer love of lore and mysteries. They often act as mediators between the scholarly wizards (who share their curiosity for poring through ancient documents), passionate sorcerers (who share their innate magical talents), and practical dragonfire adepts (who appreciate their broad range of abilities). It's noteworthy that teams that included at least one bard have been responsible for most of the First Scroll's major discoveries over the past few centuries. In fact, many bards secretly believe that they contribute the most to the group's success, but few feel the need to make such claims publicly.

Other classes join the First Scroll in even smaller numbers. This group includes clerics who worship deities of magic, dragons, or knowledge, as well as a smattering of druids, monks, and rogues who have a general interest in the link between dragons and magic.

Members who leave the First Scroll are considered to be disappointing dropouts, not turncoats or foes. As long as a quitter doesn't take any group property when he leaves, the college ignores him. Of course, this attitude can prove costly if a dropout later returns with useful information. More than once, the college discounted a promising lead or threat of danger because it was brought by an ex-member, whose judgment was dismissed as questionable.

Secrets: Nearly all senior members of the First Scroll have personal secrets, as is to be expected of experienced sages and spellcasters. The organization has a few secrets, too, including the fact that many of its members are actually dragons. After all, even dragons don't live long enough for any to have survived from the ancient days when the secret of pure arcane magic was known (if indeed such a time ever existed). They, too, seek to untangle the mystery. But they cannot be open members of the organization, or they would be barraged to give interviews, confirm theories, and donate blood for experiments. Dragons that join the First Scroll must either alter their form to hide their true nature or participate through correspondence only.

Type: College.

Scale: 11 Multiregional (Duchy).

Affiliation Score Criteria: Although the First Scroll has a physical campus, anyone willing to obey its rules and expand its lore can be a member even while traveling "abroad." Members who produce results or assist their fellows in doing so are treated with respect, while those who merely feed off the lore contributed by others are branded as moochers.

Criterion	Affiliation Score Modifier
Arcane spellcaster or dragonfire adept	+1/2 PC's level
Nonspellcaster	–2
Per draconic feat, companion, or cohort	+1
Per theory accepted by senior members	+2
Per theory refuted by senior members	–2
Worships a deity of knowledge, magic, or dragons	+1
Worships any other deity	–1
Interviews a dragon no other member has	+1
Aids another college or scholarly group	–2
Each 10 years of membership	+1
Able to cast divination spells of 3rd level or higher	+1
Donates a major draconic item to organization	+1

Titles, Benefits, and Duties: The First Scroll is an organization of scholars, sages, spellcasters. and adventurers dedicated to uncovering draconic secrets. Its members have spells and lore not available elsewhere, and their benefits come in the form of books, papers, and one-on-one classes that grant access to spells and skill bonuses.

When a member reaches a position of leadership in the group, he is considered as much a lecturer and teacher as an explorer. He is expected to teach either in person or by authorship, and to promote the cause of the First Scroll wherever he goes.

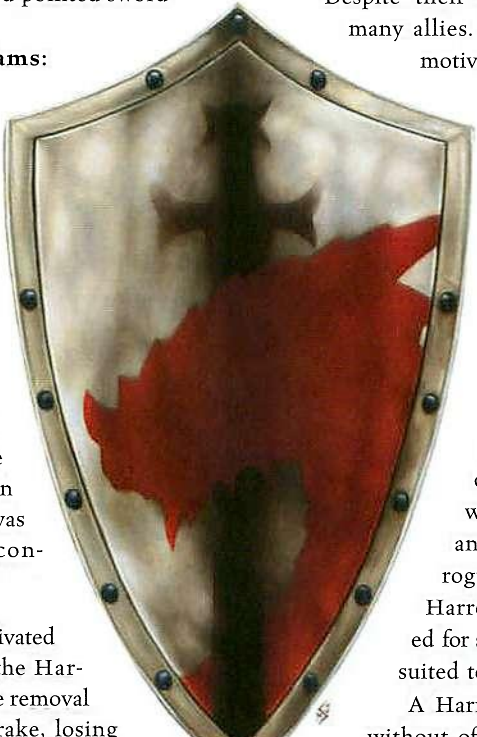
Executive Powers: Craft, gift, research.

Affiliation Score	Title: Benefits and Duties
3 or lower	Not affiliated or junior member with no benefits.
4–10	**Probationary Student:** No access to secrets, but the group listens to you and shares its extensive store of open lore.
11-18	**Student Sejant:** Gain a +2 competence bonus on Knowledge checks and Diplomacy checks (and on lore or bardic lore checks) made in regard to dragons.
19-25	**Student Rampart:** Learn one extra arcane spell of the highest level you can cast or one invocation of the highest grade you can use. (If you don't cast arcane spells or use invocations, you don't gain this benefit.) Take a –5 penalty on Diplomacy checks to influence clerics of gods that do not include knowledge or magic in their portfolios.
26-30	**Professor Valiant:** Gain a draconic feat; if you don't qualify for any draconic feats, take Dragontouched as a bonus feat. Members take your most casual statements seriously. At the end of each month, you must succeed on a DC 20 Appraise check or the First Scroll loses 1 capital.
31or higher	**Professor Draconic:** Honored as an important leader of the group. Gain a +2 bonus to your Leadership score (if you have the Leadership feat). Once every three months, you can arrange a meeting with a rival (but not enemy) affiliation head in 1d4 weeks.

Harrowers

Heraldry: A profile of a dragons head (usually red, but any color can be used) with a downward-pointed sword through it.

Background, Goals, and Dreams: The Harrowers were originally an adventuring company that was most interested in earning money and gaining powers. However, the company suffered a major setback when it raided a blue dragon's lair and nearly all its members were killed. The few survivors formed a new company and raided the same dragon's home. Again, nearly all were lost. Driven as much by a desire for revenge as by any noble purpose, the survivors reformed again, this time specifically recruiting those skilled in the slaying of dragons. The old blue was put down, and the Harrowers gained considerable funds and fame.



Emblem of the Harrowers

Already full of dragonslayers and motivated to eliminate serious draconic threats, the Harrowers became an order dedicated to the removal of evil dragons. It faced drake after drake, losing members at a terrible rate and eventually coming to dislike and mistrust all dragons. With a constant influx of seized hoards to train and equip new parties, the Harrowers have been kept from growing into a vast military force only by their high rate of losses. But when a new dragon threat arises, it is often the Harrowers who are called by desperate locals to end the reign of terror.

Enemies and Allies: The Harrowers do not work with dragons of any kind. Even good-aligned dragons, covetous and proud, are seen as untrustworthy and dangerous. Those affiliated with dragons—including the dragonborn, the Shadow's Fangs, and worshipers of Bahamut or Tiamat—are mistrusted at best. Those who aid evil dragons for any reason are hunted down and attacked at the slightest provocation. Wizard colleges, churches dedicated to arcane magic, and groups that study or learn from dragons are viewed with great distrust.

Despite their extreme stance, the Harrowers have many allies. Clerics of St. Cuthbert appreciate the motivation of the original Harrowers and consider the current organization to be seeking just vengeance. Towns and borderlands freed from a dragon's power by the Harrowers are generally very supportive of any members who pass through.

Members: Most Harrowers are fighters, rangers, and barbarians. Paladins rarely join because of their concerns over the group's willingness to judge all dragons by the actions of a few, but exceptions exist. Clerics and druids make up a substantial minority, with arcane spellcasters accounting for another fraction of that minority. Few rogues, monks, or bards are drawn to the Harrowers, but a handful have been recruited for specific missions and found themselves suited to the group.

A Harrower can leave the group at any time without official retribution. However, a member who quits to aid a good-aligned dragon (or associate with others who do) earns suspicion at best and outright disdain at worst from former Harrower allies. Members who quit to help or fraternize with evil dragons are considered enemies.

Secrets: The Grand Marshals of the Harrowers believe that all dragons—good, evil, and neutral—pose a threat to the world. Because power corrupts, dragons are by definition more corrupt than weaker races. Evil dragons are the greatest danger, so the Grand Marshals strive to eliminate them first, but in time, all dragons must be dealt with. There's no consensus on the question of half-dragons and similar creatures. Some believe that they, too, must be destroyed eventually, while others claim that the nondragon blood in such individuals can be enough to redeem them.

Illus. by M. Schley

Criterion	Affiliation Score Modifier
Fighting ability	+1 per 2 base attack bonus
Combat feats	+1 per 2 feats on the fighter's bonus feat list
Dragonblood subtype or any draconic feat	–5
5 or more ranks in Gather Information, Knowledge (arcana), or Survival	+1 per 5 ranks in each skill
Immune to fear	+2
Able to fly	+1
Slays a dragon	+2, +1 per additional dragon
Aids a dragon	–2 per dragon aided
Involved in a successful Harrower raid	+1 per raid
Involved in a failed Harrower raid	–1 per raid

Affiliation Score	Title: Benefits and Duties
3 or lower	Not affiliated or junior member with no benefits.
4–10	**Initiate:** Considered a potential ally in the war on dragonkind.
11–16	**Militant:** Gain a +2 bonus on weapon damage rolls against creatures of the dragon type.
17–22	**Knight:** Gain a +2 bonus on saving throws against spells, spell-like abilities, and supernatural abilities from creatures of the dragon type.
23–29	**Marshal:** Gain a +2 bonus on weapon attack rolls against creatures of the dragon type.
30 or higher	**Grand Marshal:** Once per year, you can borrow (for 1 day/level) any Harrower magic weapon or armor with a value of up to 5,000 gp × your character level. While you have the item, the group takes a –1 penalty to its capital. If you lose the item, you must replace it before you can borrow anything again. You must spend three weeks per year training young Harrowers in the art of war.

Type: Fighting Company.

Scale: 11 Multiregional (Duchy).

Affiliation Score Criteria: The Harrowers do not accept dragons as members, and characters with draconic influence can join only if they prove their mistrust of true dragons and a talent for dispatching them. In addition, a potential recruit must convince an existing member of Militant rank or higher (see the accompanying table) that he is willing and able to aid in the fight against dragonkind. A character who works with a draconic ally, such as a dragonfire adept, is rarely accepted into the group.

At high affiliation scores, a member is considered a warleader, trusted with the group's resources but expected to gather warbands to support its goals.

Titles, Benefits, and Duties: As you advance through the Harrower ranks, you learn more about your draconic foes and how to oppose them.

Executive Powers: Crusade, raid, war.

Harrowers come in two varieties: tough, and dead

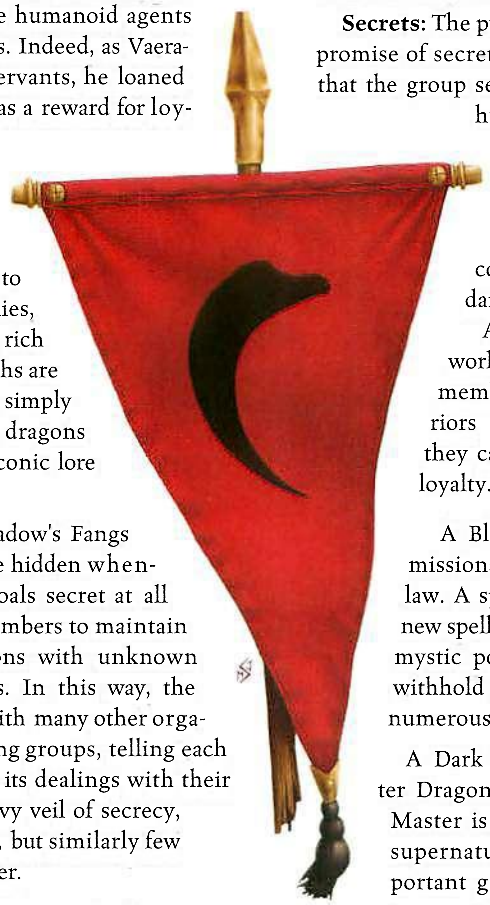
Illus. by D. Biircham

The Shadow's Fangs

Heraldry: A black fang set against a red background.

Background, Goals, and Dreams: The original Shadow's Fangs were sorcerer/rogues who traded their services to an adult red dragon known as Vaeratrux in return for dragonpact magic, access to arcane secrets, and protection from their enemies. As the dragon's might grew, so did its need for covert agents, and the Shadow's Fangs had to recruit new members just to have enough resources to carry out their assigned missions, which included spying, defense, and assassination. Unwilling to share the rewards Vaeratrux had promised them, group leaders hid the truth about their dragon master from the new members.

As the Shadow's Fangs learned from Vaeratrux and grew wealthy under his patronage, they came to see the dragon as their lord, from whom all things of value flowed. This attitude grew as the original Fangs died and were replaced by more fanatical underlings, who likewise chose to keep the secret of their ruler from lower-ranking members. A mythology developed within the cabal that associated blind service with success and power. Senior members only hinted at the organization's true purpose, portraying the Shadow's Fangs as the humanoid agents of a mysterious faction of dragons. Indeed, as Vaeratrux gained allies and draconic servants, he loaned groups of Fangs to other dragons as a reward for loyalty. Thus, the secretive Shadow's Fangs became known as an order dedicated to the service of dragonkind.



Emblem of the Shadow's Fangs

Today, the organization exists to serve Vaeratrux and his dragon allies, and to make its senior members rich and powerful. These ultimate truths are kept from the rank and file, who simply learn that the Fangs serve various dragons in exchange for access to rare draconic lore and abilities.

Enemies and Allies: The Shadow's Fangs attempts to keep its very existence hidden whenever possible, and its size and goals secret at all times. This behavior allows its members to maintain cover stories of vague connections with unknown dragons that need mortal agents. In this way, the Shadow's Fangs builds alliances with many other organizations. Often. it courts opposing groups, telling each side that it is a true ally, and that its dealings with their foes is a ruse. Because of this heavy veil of secrecy, few organizations trust the Fangs, but similarly few consider them outright foes, either.

There are exceptions to this state of affairs. Many individual nobles, good-aligned dragons, and churches see the Shadow's Fangs as thugs or liars who deal with anyone that can give them a momentary advantage. In addition, the Harrowers have seen the Shadow's Fangs conspire with evil dragons far too often to consider them anything but villains. The Fangs happily return the favor; the groups are implacable enemies.

Members: The Shadow's Fangs recruit members of all classes; they never know what expertise a mission might require. However, since much of the work calls on agents to be stealthy, clever, and possibly subtle, most members of the Shadow's Fangs have at least a few levels of rogue, ranger, or bard. Sorcerers are also common, lured into the ranks easily with the promise of new and better draconic powers.

Once recruits have been accepted into the Shadow's Fangs, they're never allowed to leave. The group depends on a cloak of mystery to function, and quitters might reveal its secrets. What's more, the Fangs don't want new members to think they can simply walk out after receiving whatever benefit prompted them to join in the first place. Thus, if the cabal suspects that a member might try to leave—or worse, it a member announces his intention to do just that—it silences him, permanently. The same punishment befalls members who fail to carry out their tasks one too many times.

Secrets: The pyramid of Fangs membership is built on the promise of secrets. Upon joining, a new recruit learns only that the group serves unknown dragons as their agents in humanoid society. With each ascension in rank, he is told a little more of the truth and led to believe that he'll learn everything after gaining just one more rank. All the while, he grows more and more comfortable with carrying out darker and darker tasks.

A Lesser Fang is told that the organization's work is extremely important, and that valued members will earn great rewards. But his superiors hold back specific details, claiming that they cannot reveal more until he has proven his loyalty.

A Bloody Fang is trusted to undertake illegal missions and told that he now answers to a higher law. A spellcaster might be granted access to one new spell or teat, with the promise that unimaginable mystic powers lie just ahead. Again, his superiors withhold greater truths, this time until he has broken numerous laws.

A Dark Fang learns of the existence of the Master Dragon, but not its name, color, or agenda. The Master is described merely as a godlike (or at least supernaturally powerful) creature with many important goals.

A Dread Fang is told that while most of"the group's missions directly serve the needs of the Master, some tasks are carried out simply to train new recruits, fill the organization's coffers, or personally enrich the highest-ranking members.

When a Dread Fang is deemed ready, he is told the whole truth and brought before Vaeratrux to cut a deal with the red dragon. Now a Lord of the Fangs, he is trusted to remain silent out of self-interest, and few Lords want to risk their hard-won place at the table of luxury and power.

Type: Cabal.

Scale: 9 Regional (Barony).

Affiliation Score Criteria: The Shadow's Fangs trust no one until they have proven loyal and able. Gaining any affiliation with the group requires a willingness to accept orders without demanding explanations and to respect what few truths are doled out. If anyone is caught sharing Fang secrets with nonmembers, his affiliation score immediately and irrevocably drops to 0. Depending on the nature of the secret revealed, the culprit is also harassed, banished, or—most likely—killed.

Illus. by M. Schley

Affiliation Score	Title: Benefits and Duties
3 or lower	Threat: Not trusted in any way; if you express interest in the group, you are considered a potential spy.
4–10	Contact: Occasionally hired for your expertise, but kept in the dark as to the purpose of the work.
11–16	Lesser Fang: Gain +2 morale bonus on Sense Motive checks to oppose Bluff checks, level checks to oppose Intimidate checks, and saving throws against mind-affecting spells.
17–22	Bloody Fang: You can fence items through the Shadow's Fangs for 60% of their base value, up to a maximum value per month of 1,000 gp × your level. You must carry out an assigned mission once every three months.
23–26	Dark Fang: Sorcerer members will cast spells for you cheaply. Discount the base cost of the spell by 5% × your level (maximum 50% discount), though you still pay full price for special materials or experience points used in the casting.
27–29	Dread Fang: You are often trusted to lead small cells of Fangs. You receive a monthly income of 1d6x100 gp. You must show good judgment in your dealings. At the end of each month, you must succeed on a DC 20 Appraise check or you lose either 1 point of affiliation score or 1,000 gp (your choice).
30 or higher	Lord of the Fangs: You receive your own cell of Fangs to run as you see fit, within the limits established by the Master Dragon. You gain as many agents as you would hirelings if you took the Leadership feat, as well as a half-dragon cohort (also based on your Leadership rank as if you had the feat). If you already have the Leadership feat, any cohort or hirelings you gain can be Shadow's Fangs or not (your choice).

Criterion	Affiliation Score Modifier
Has sneak attack, skirmish, or sudden strike	+1 per die of extra damage
Can become invisible or hide in plain sight	+2 per ability
5 or more ranks in Bluff, Hide, or Move Silently	+1 per 5 ranks in each skill
Fewer than 5 ranks in Bluff or Sense Motive	–2 per skill
Succeeds in a mission for the Shadow's Fangs	+1 per mission
Fails on a mission for the Shadow's Fangs	–4 per mission
Undertakes a mission for any dragon outside the Shadow's Fangs	–2 per mission
Slays a dragon not affiliated with the Shadow's Fangs	+1 per dragon

Titles, Benefits, and Duties: The assassins, spellcasters, warriors, and other members of the Shadow's Fangs serve the cause of a single Master Dragon. They further its goals without regard for the moral, economic, political, or personal impact of their actions. Ultimately, they see themselves as tools of a great power, with no more responsibility for what they do than a sword or writing quill. Only the most senior members of the cabal are aware of this core philosophy.

Once you gain a high rank within the Shadow's Fangs, you become a trusted member of the inner circle. The group shares its deepest secrets and grants you access to valuable resources, but it also expects you to recruit and guide new members, ensuring their loyalty without revealing any of the dread knowledge that you have earned.

Executive Powers: Assassinate, raid, terrorize.

DRACONIC LOCATIONS

A world with dragons is full of places they've built and locations others have built to appease them. Draconic locations come in two basic varieties—the places dragons use and the places they have affected. Places they use include various kinds of lairs, but also temples, redoubts, libraries, and sites to receive tribute and sacrifices. Places they have affected include magical locations built by dragons and sites that have become magical through exposure to draconic energies (possibly including spells, auras, or the death of one or more dragons). While dragon-influenced locations are rare in a typical campaign, they are encountered more regularly in a dragon-heavy game.

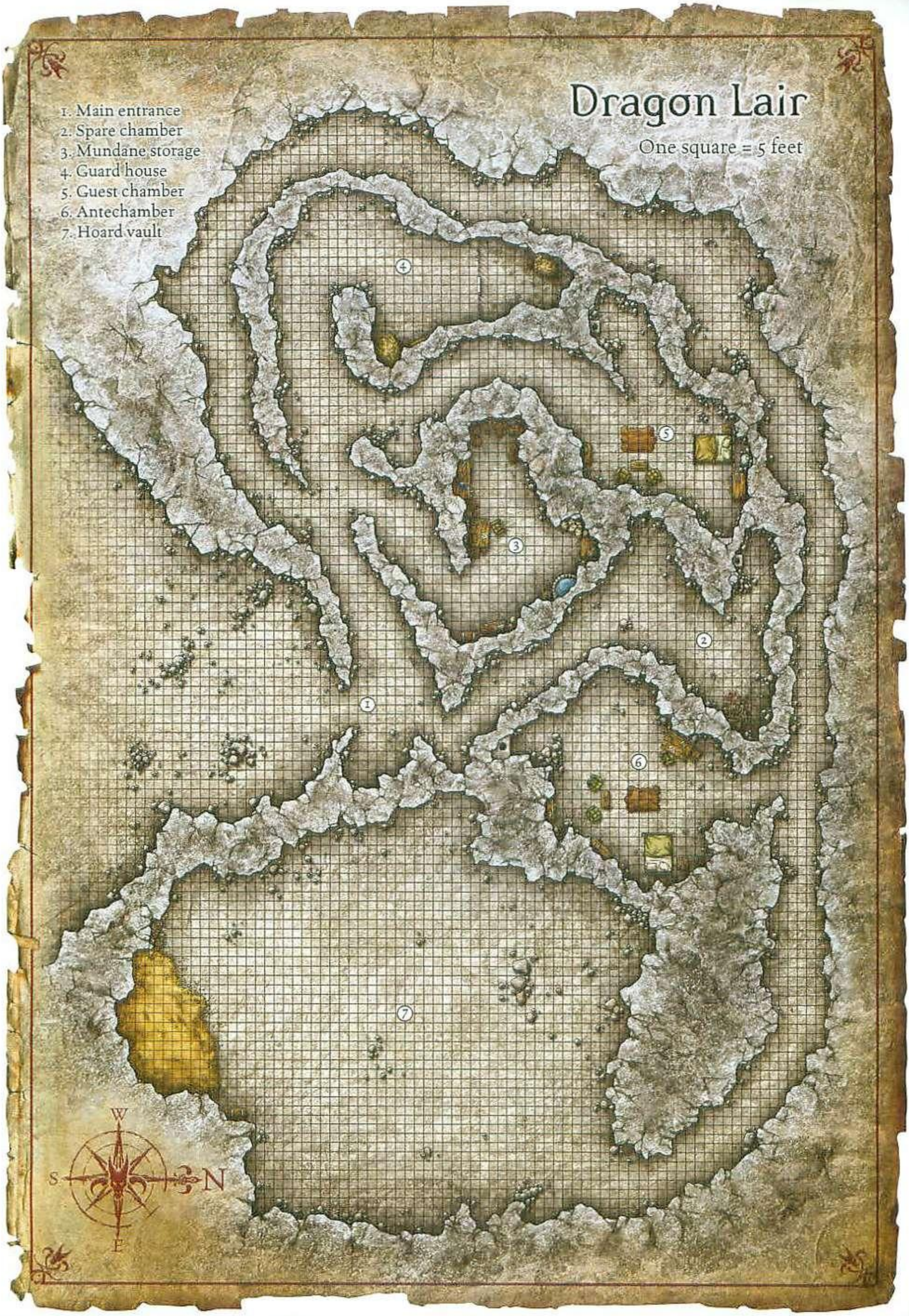
DRAGON LAIR

Though this is a natural cave, it is obvious that an intelligent crafter has worked the rough rock into a more functional or pleasing form. Rough crags have been sheared off, simple but sinking runes have been carved into the walls, and a mat of crushed vegetation covers the floor. A strong scent of musk fills the air, making it difficult to breathe easily. The great scale is also striking, with every corridor no less than 15 feel wide and equally tall. This is a place for a creature of considerable size.

Not all dragons choose a remote cave for their lair, but a large interior cavern makes a good starting point. It's easier to modify a space already large enough to accommodate a dragon than to start such a big building from scratch. A dragon might well choose a cave close to town, however, to keep an eye on its subjects or to open peaceful relations. Large caves of this kind can be found in many different environments, ranging from underwater caverns enjoyed by black dragons to rocky ground in the middle of a desert claimed by a brass dragon. Although the map shows no barrier or camouflage at the lair's two entrances, many dragons use spells or innate abilities to conceal their homes.

The interior appointments of such a lair vary wildly, depending on the taste, wealth, and needs of the dragon living in it. A dragon scholar keeps piles of salt in rooms full of scrolls to dry the air and preserve its knowledge trove. A noble gold dragon king uses tapestries, works of art. and expensive furnishings (scaled for guests of many sizes) to project power and consideration for visitors. A red dragon tyrant appoints only his throne room and primary hoard, allowing other areas to be furnished (if at all) by those who use them.

Area 1: Main Entrance. This is the only ground-level entrance to the lair. It might be guarded by allies or slaves


Dragon Lair
One square = 5 feet
1. Main entrance
2. Spare chamber
3. Mundane storage
4. Guard house
5. Guest chamber
6. Antechamber
7. Hoard vault
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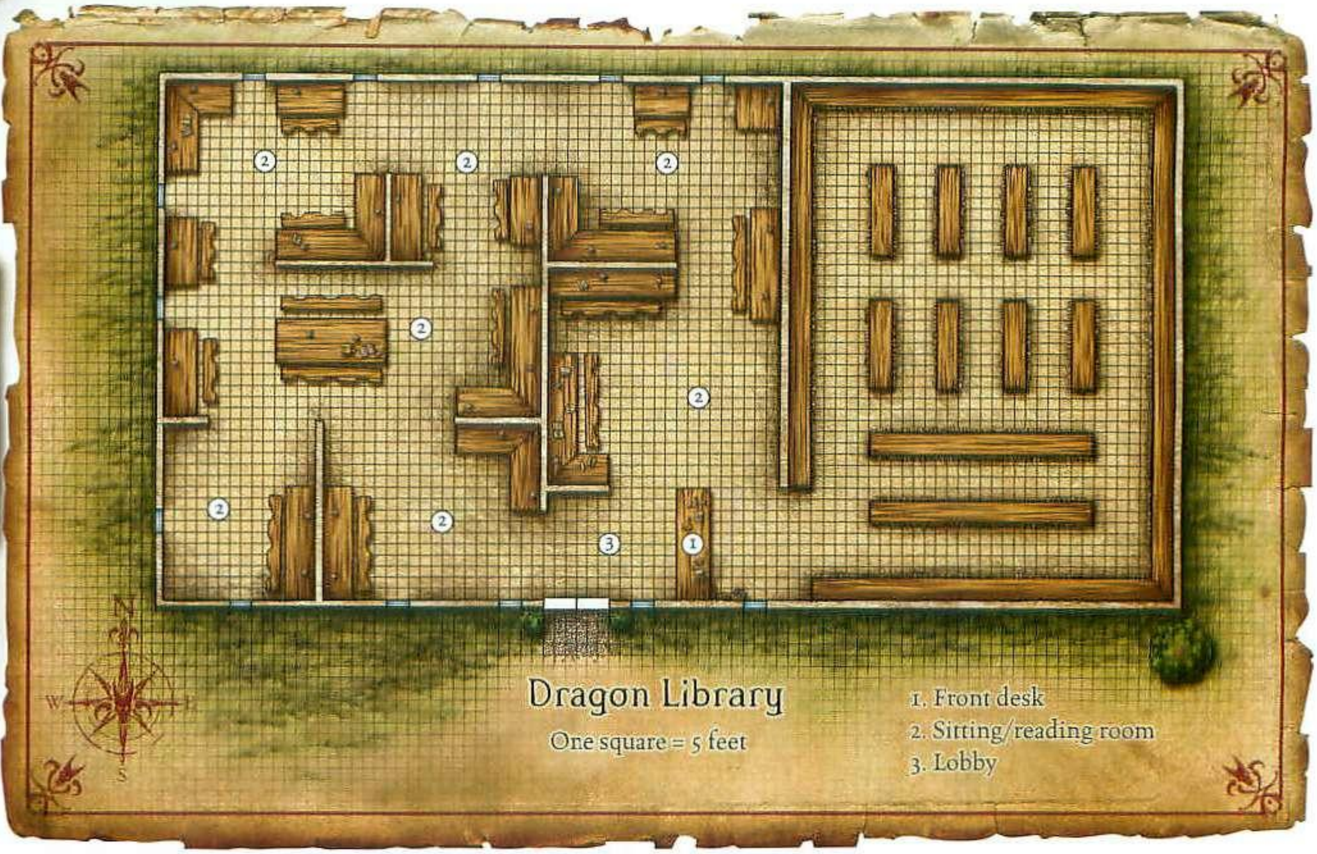


of the dragon resident, or it might be heavily trapped (since the dragon has no need to use it). If the dragon is a lord or has regular communication with lesser races, it keeps a shield of heraldry or banner here to make it obvious who claims the cave as its home.

Area 2: Spare Chamber. Dragons know that their lives stretch into centuries, and therefore their needs from a home can change. For this reason, they prefer to move into lairs that have more space than they need so they won't have to move when they grow. Eventually, this room might become a nursery for offspring, a waiting room for petitioners, a classroom for students, or a garden.

Area 3: Mundane Storage. Dragons are proud of their valuables and don't keep mundane possessions in the same place. This chamber holds anything of lesser value the dragon needs for the function of its lair, including food and gear for guards and functionaries, carcasses it plans to snack on later, or broken equipment left by slain attackers.

Area 4: Guard House. Even if the main entrance is not guarded, most dragons house protectors in this part of the lair, whether soldiers or simply dangerous pets. A dragon's keen hearing allows it to notice the sounds of combat even from its distant hoard vault, meaning that if the defenders tall, they still serve a useful function by warning the dragon of intruders.

Area 5: Guest Chambers. Here, safely nestled between the mundane supplies and the guard house, the dragon keeps all guests, whether that means friends or allies, visiting dignitaries, or prisoners stashed in a deep pit. This chamber is so large that buildings can be constructed within it it the dragon has need of unusually secure or comfortable guest quarters. Any clerks and other functionaries working for the dragon have offices here as well.

Area 6: Antechamber. In this large chamber, the dragon meets with visitors who are not welcome or not trusted in its hoard vault. If the dragon holds court, it will do so here. The antechamber also might house guards that have earned their master's trust, either through mutual respect or because the dragon thinks they are too afraid to revolt.

Area 7: Hoard Vault. The dragon's personal chamber, serving as bedroom, study, and vault for its most valuable possessions. Visitors come here only if they are trusted friends, or if the dragon feels the need to show oft its wealth and power. Even good-aligned dragons are proud of their vast collection of valuables and display them to good effect. The eastern wall of this chamber rises to a large hole in the roof, big enough for the dragon to fly through even with its considerable wingspan. As with the main entrance, some dragons keep this portal concealed.

DRAGON LIBRARY

The high ceilings and broad hulls are eerily silent, though the slightest noise echoes off stone walls. The architecture is neat and simple. with flat, smooth stones fitted tightly together. The strong smell of salt is everywhere, not quite hiding the milder scent of paper and vellum. A stone table sits to the east, beyond which lie massive stone *shelves lined with books the size of dwarves, scrolls longer than a halfling's body, and stone tablets bigger than a human's chest.*

While most dragons covet gems and coins of precious metal, a few build and maintain libraries. These dragons see information as the ultimate treasure and keep vast stores of obscure prophecies, ancient histories, and encyclopedias of esoteric lore. Often called "lorekeepers" by other dragons, these creatures are considered eccentrics among their kind. A lorekeepers is just as good or evil as any other dragon; it simply values material sources of information over gold and art. Some remain solitary creatures, while others are recruited as librarians for powerful dragon kings.

While lorekeepers are no more willing to parr with their stores of knowledge than red dragons are willing to part with rubies, they often allow trusted allies to access their tomes. They also might sell access to their libraries, though the price is always a tome of secrets the lorekeeper doesn't have yet.

Area 1: The Lorekeepers Table. Even if a lorekeeper lets other creatures look at its treasure of knowledge, it strictly controls all access and stores all writings behind a solid stone table 15 feet wide and 10 feet tall. This setup allows the lorekeeper to watch over any who enter its library and fight off those who would steal its precious volumes.

Beyond the table, stone shelves are piled high with reading material of every medium. Mounds of salt sit between the stacks of scrolls, piles of books, and rows of tables, keeping the air dry to preserve the paper, papyrus, and hide.

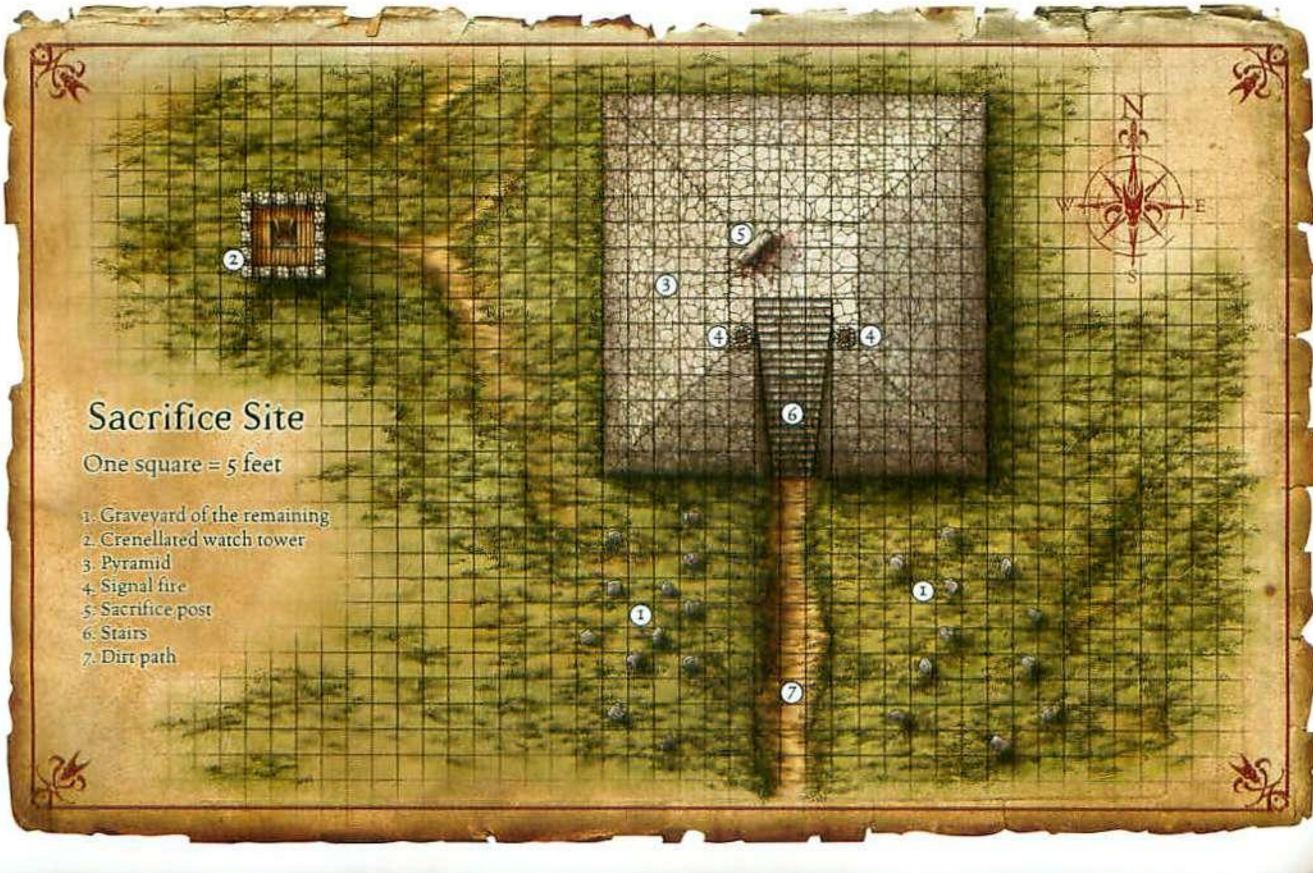
Area 2: Reading Chamber. Should a dragon be granted access to a lorekeeper's trove, it must read the libram in question within the library. Several places are set aside for this purpose. These chambers are generally furnished with piles of small rocks and hides to allow the dragon to settle comfortably as if on a hoard of great value. A shelf or two set into the wall allows it to prop up any item and peruse it at its leisure.

Area 3: Lobby Hall. Like the main entrance of a typical dragon's lair, a library has guardians in its first hall. These creatures cannot read, which ensures that they do not commit information to memory and that they lack innate abilities (such as breath weapons or damaging spells) that might harm a precious source of lore.

SACRIFICE SITE

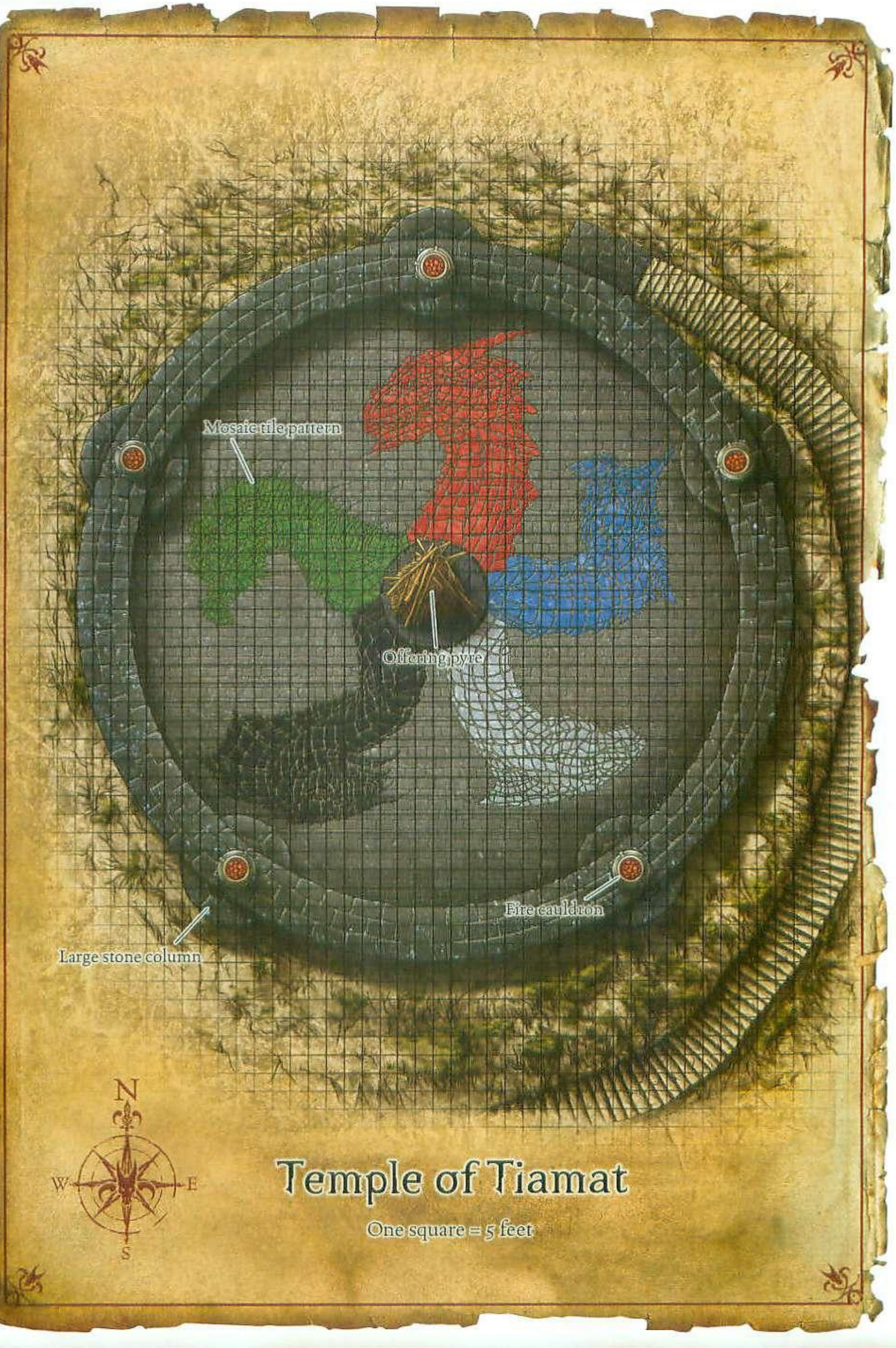
The flat plain is desolate, with no living thing in sight. A fast graveyard of crude markers surrounds a stone pyramid, the flat top of which has a post designed to chain a humanoid, Small fires sit to either side of the stairs running up the pyramid, obviously tended daily to ensure flier never go out. Off to the west a small redoubt sits, no more than a crenellated wall with a small roof, lacking any arrow slits or similar signs of its true purpose.

The legend of a community that appeases a local dragon by offering a sacrifice every new moon is well known. While such a practice is uncommon in most lands, it can become a fact of lite where evil dragons hold sway. Especially in lands



Sacrifice Site

One square = 5 feet


Mosaic tile pattern
Offering pyre
Fire cauldron
Large stone column
N
W
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S
Temple of Tiamat
One square = 5 feet

where tyrannical dragons demand worship as gods, local populations are forced to build pyramids on which they give sacrifices. Depending on the dragon, these might be valuable goods, crafts, beasts and herd animals, or members of the community. Evil dragons demand such ceremony because they are vain and because it helps keep populations cowed. Indeed, the dragon might not take the sacrifices, simply destroying or killing anything offered, leaving corpses to be buried nearby. To ensure that no other creature steals a sacrifice once it is attached to the post, a small building is constructed near the pyramid. Members of the community keep vigil here, watching over the sacrifice (and possibly listening to its plaintive cries) until their dragon overlord comes to take it.

TEMPLE OF TIAMAT

Mounted atop a reeky hill, litis massive ring of stones is stark and rough-hewn. Five stone columns, 40 feet tall and equally wide, support a ring of stone with a vast opening in the middle. Silling on the ring, centered above each column, are cauldrons of flame. Each of the five cauldrons burns with differently lined fire, with white, red, blue, green and black flames. The floor between the columns is covered in a vast mosaic showing the necks and heads of dragons, each matching the color of one bonfire. At the center of the mosaic is a huge pyre, nearly 30 feet across, holding the remains of animal bones, valuable woods, and metallic offerings. Though the wind whips through the columns with a whistle, the hilltop smells of fire and death.

Worshiped by many evil dragons, the deity Tiamat demands respect, obedience, and tribute from her followers. Because the dragons that revere her don't wish to draw her gaze onto their own hoards, tew keep shrines to her in their lairs. Instead, they stock vast caverns with tribute or build outdoor shrines. This methodology is especially common in areas where several evil dragons hold sway. Unwilling to trust each other in the close confines of a cavern, they have slaves construct hilltop shrines open to the air. There, they gather to worship Tiamat and give her offerings, but they also keep an eye on one another and stand ready to flee in case a rival tries to spring a trap. Most of the time, though, an outdoor shrine is neutral ground where evil dragons can discuss their differences and make plans.

THE BATTLE OF DRAGON FALL

The Battle of Dragon Fall is a sample adventure that employs many of the new classes, options, and ideas presented in *Dragon Magic*. It can serve as an introduction for new draconic rules and concepts or simply as a typical adventure for a dragon-heavy campaign. Because dragons are most common in campaigns above 10th level, the adventure is specifically designed for higher-level characters (11th—13th), but you can modify it for mid-level or epic-level characters by increasing or decreasing the age categories of the dragons fought. The Battle of Dragon Fall is designed as a short adventure that can be run in one or two sessions, but you can expand it by adding random encounters or extending some scenes into multiple encounters. With some work, you could revise the entire adventure to eliminate all the new rules from *Dragon Magic*, but of course, doing that would remove many of its unique elements.

ADVENTURE BACKGROUND

According to dragon myths, when the first dragons roamed the lands and flew the skies, many among their number tell their innate connection to magic could be used to control all forms of magic. These ancient dragons believed they could combine their powers to harness, augment, or restrict the spells of wizards, sorcerers, clerics, druids, and bards. Magic would then be available only to those who served dragons, making them the ultimate power in the world.

While many dragons protested that such an effort was doomed to failure, especially since it required interfering with spells granted by the deities, enough of the first dragons thought it worthwhile to try. Good dragons hoped the undertaking would be the first step toward making the world a fair land under their stewardship, while evil dragons lusted to gain control of the power such a task would make available.

The first step in this task was to construct a great focus, through which the power of dozens of dragons could be combined. This focus was to be a location, much like a temple, tied to the threads of magic that flowed through dragonkind and the world itself. The construction was a massive undertaking, requiring the efforts of many dragons, bur in rime it was finished. Called the *dragonfont*, the focus was successfully able to combine the power of dozens of dragons toward a single effect.

Ironically, the very fact that it could channel such strength was the *dragonfont's* undoing. Being proud, self-sufficient, and strong-willed creatures, no group of dragons that large could ever agree on a single purpose for their combined powers. Many dragons that had helped construct the *dragonfont* had grown wiser as they aged and were no longer willing to risk the wrath of the deities—not to mention dangerous mortal creatures—if they tried to make themselves supreme. Further, they refused to allow a smaller group of dragons to use the *dragonfont* to advance minor goals, claiming it was too formidable a tool to leave in the hands of the young and brash.

As it became clear that the *dragonfont* was a source of contention rather than a boon to dragonkind, the eldest among them foresaw a dragon war being waged over its ownership. Rather than allow this, the elder dragons declared the place forbidden. They moved the *dragonfont* to a new location, hidden deep in the mountains, and built a shrine to guard its entrance. Because the shrine was necessary to prevent the various kinds of dragons from falling to infighting over the *dragonfont*, it was named the Shrine of Dragon Fall.

Through reason and threat of force, the elder dragons banned any discussion of its location or existence, and they wove powerful spells to conceal it. Four ancient dragons agreed to guard the shrine until it passed from memory, and after they died of advanced age, they continued to watch over the shrine as twilight guardians (see page 121). Though it took several generations of dragons and eons of time, eventually the *dragonfont* was lost even to their own histories.

But it was not lost to their legends. Most believed it robe nothing but myth, but one good and one evil dragon both came to see the *dragonfont* as a real place that could, with effort, be found and utilized. The two ancient foes have been seeking the *dragonfont* for centuries, employing agents to track down every rumor of its existence and trying to foil the other's search at the same time. Amaravine, a wise and caring gold dragon, fears the disasters the *dragonfont* could cause were it to fall into the wrong claws. But her enemy, the red dragon Heldrivor, hopes to use the *dragonfont* to build an empire and, in time, become a dark god. They've sparred through allies and intermediaries for centuries, facing each other only once in an inconclusive personal battle.

Amaravine has relied primarily on well-informed allies, such as groups of clerics and paladins, who would oppose a red dragon gaining the power of the *dragonfont* as a matter of course. She often contacts these groups, either through intermediaries or while in human form. She knows that many crusaders are biased against dragonkind, and that Heldrivor constantly seeks some sign of her movements. So, to avoid difficult questions and to protect her allies from Heldrivor's vengeance, Amaravine has hidden her true nature and ultimate goal from her allies. As a result, in recent decades Amaravine has built a considerable network of contacts and minions who trust her but are unaware of her draconic nature. This network, built on mutual respect and common interests, gives Amaravine some idea what's going on anywhere in the world, but it doesn't help her bring great force to a single specific location quickly. She can accomplish quite a bit by mustering her allies, but only if the threat is immediate and obvious, and only if she can wait for them to arrive.

Heldrivor has built a cadre of servants who report directly to him. Each is bound to the red dragon through a combination of threats (Heldrivor does not hesitate to kill a servant who betrays him), greed (he pays his servants in gold and the secrets of draconic magic), and mutual dependence (many of Heldrivor's servants are tied to him through dragonpact abilities, which he can rescind by breaking the pact, if necessary). Because he must control his agents through direct threat of force, he has a smaller network, but his minions are loyal and will go anywhere their master wishes. At the mere hint of a rumor regarding the *dragonfont*, Heldrivor can muster a few lackeys to investigate. In time, the allies of Amaravine will find and overpower them, but not before Heldrivor's agents have had days or weeks to root out a valuable tidbit of information.

Roughly a week before the adventure begins, agents of the red dragon found a map claiming to reveal the location of the complex that hides the *dragonfont*. Heldrivor immediately ordered his most effective minions to find the complex's entrance and secure it against anyone else. Amaravine's network of spies informed her of these developments, but they couldn't find a copy of the map or learn the location of the complex. Amaravine knows that Heldrivor will wait for his minions to clear away any threats before he arrives at the complex, but even so, the red dragon is likely to arrive before Amaravine can gather forces sufficient to stop him. Amaravine needs allies to stop Heldrivor or at least slow him down, and she needs them in a hurry.

1. Getting the PCs Involved

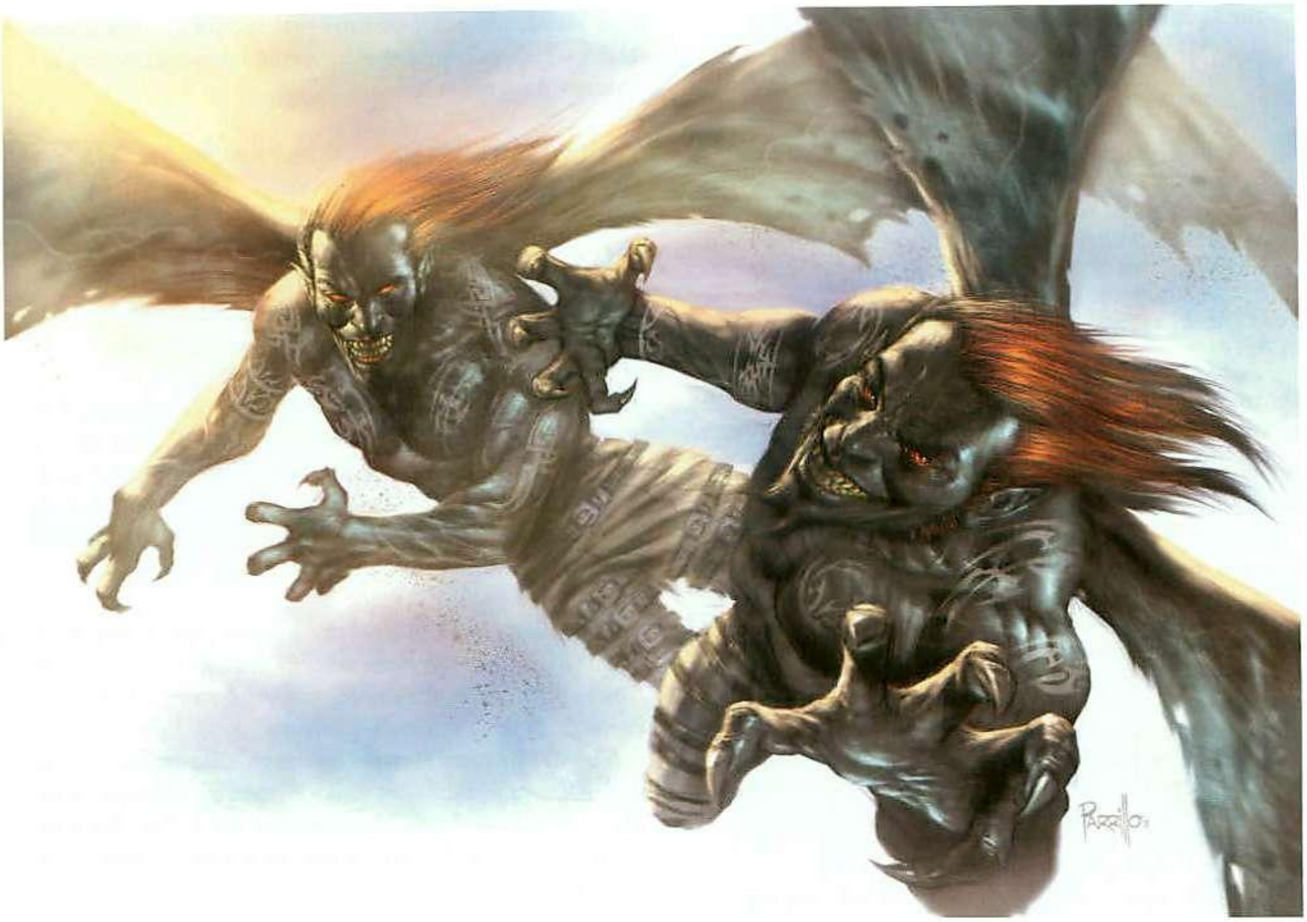
The Battle of Dragon Fall begins as Amaravine recruits the PCs to act as her agents and stop or delay Heldrivor. The easiest way for this to occur is to decide that the Shrine of Dragon Fall is close to the characters' current location, and that Amaravine seeks them out due to their reputation. Alternatively, she could ask for assistance from a group the characters are associated with—an adventurer's guild, a good-aligned church, or even the First Scroll (see page 141)—and that group then assigns the PCs to help her. If you have time to introduce Amaravine before running this adventure, set her up as a sage who gives advice to the PCs, making her eventual request for aid seem less out of the blue.

Whether she approaches the PCs in person, sends for them through an organization, or meets them through a mutual friend, Amaravine sets the adventure in motion. She takes human form during any meeting, but if directly asked if she is a dragon, she does not lie. Amaravine explains the legend of the *dragonfont* to the PCs and how the evil dragon Heldrivor also seeks it. She knows Heldrivor is investigating a nearby valley, which is guarded by at least a few of his minions. Amaravine can summon allies to deal with Heldrivor. but that will take at least two weeks. Instead, she needs someone to stop the red dragon by defeating him, driving him off, or, if nothing else, delaying his plans for two weeks until her allies arrive. She offers 10,000 gp upon completion of the mission, as well as her services as a sage if the PCs have need of them in the future.

2. Shadow and Night (EL 12)

Two human forms fly toward you, laughing and crackling with arcane energy. Each is lithe and thin, with bright red hair and rune tattoos covering their bodies. They have bloodshot eyes, sharp teeth, and fingernails that draw into short talons.

The valley containing the Shrine of Dragon Fall is 5 miles long but only a few hundred feet wide. It is heavily forested, making it impossible to search for the shrine from a high altitude, Further, the dragons that built the shrine cut off the valley from the Astral Plane and the Ethereal Plane. No spell



Illus. by L. Parrillo

Shadow and Night on the attack

or magic requiring access to either plane functions within the valley or the shrine, including ethereal *jaunt* and teleport,

Two of Heldrivor's primary agents, the draconic brothers Shadow and Night, were the first of his minions to reach the area detailed in his map. (Both are sorcerers with the draconic creature template; for more details on the template, see page 74 of *Races of the Dragon*.) They have indeed cleared all threats from the Shrine of Dragon Fall, but they couldn't get past the door into the *dragonfont*, so they sent for Heldrivor. Upon arriving, the red dragon ordered them to guard against any possible rivals while he worked on gaining entrance. Shadow and Night have been watching the paths into the valley and keeping an eye skyward for flying interlopers.

Eventually, they detect the PCs (though a quiet and cunning group might become aware of the brothers' presence before being attacked). Overconfident and wishing to prove their worth to Heldrivor. Shadow and Night set upon the characters in a clearing well back from the shrine. They hope to drive off the PCs, or at least hurt them so badly that they dare not face Heldrivor. if the PCs retreat, the sorcerers make no effort to give chase, knowing that they cannot maintain a lengthy assault.

Although they work together, Shadow and Night constantly try to outdo each other. They keep up a running banter, comparing the success of each action to something done earlier by the other. They also taunt the PCs, claiming that "all-powerful Heldrivor" has foretold their coming and will destroy them easily. Shadow and Night are braggarts, lying to make themselves and their lord seem more impressive. They also let slip the name of the Shrine of Dragon Fall, and the fact that it is guarded by ancient draconic magic (the twilight guardians).

SHADOW AND NIGHT CR 10

Male draconic human sorcerer 9
CE Medium humanoid (dragonblood)
Init +6; **Senses** darkvision 60 ft., low-light vision, Listen +4, Spot +6
Languages Common, Draconic

AC 18, touch 13, flat-footed 16
(+2 Dex, +1 ring, +4 mage armor, +1 natural)
hp 51 (9 HD); DR 10/adamantine (*stoneskin*)
Fort +6. **Ref** +5, **Will** +6; +8 against sleep and paralysis, +4 against fire

Speed 30 ft. (6 squares), fly 60 ft. (good) (fly)
Base Atk +4; **Grp** +4
Special Actions Draconic Vigor†, Red Dragon Lineage†
Combat Gear *rod of the dragon heart*† (Shadow) or *metamagic rod of lesser empower* (Night)
Sorcerer Spells Known (CL 9th):
4th (5/day)—*stoneskin*^{c} (DC 18), *wingblast*†^{c}
3rd (7/day)—*dispel magic, fireball* (DC 17), *fly*^{c}

2nd (7/day)—*darkvision, mirror image, scorching ray* (+6 ranged touch), *see invisibility*
1st (7/day)—*mage armor*^{C}, *magic missile, obscuring mist, protection from good, shield*
0 (6/day)—*dancing lights, detect magic, detect poison, light, mending, prestidigitation, read magic, resistance*
C: Already cast (spell slot expended)

Abilities Str 10, Dex 14, Con 16, Int 12, Wis 10, Cha 18
Feats Combat Casting, Draconic Heritage (red)^{B}†, Draconic Senses†, Draconic Vigor†, Improved Initiative, Red Dragon Lineage†
Skills Concentration +15 (+19 casting defensively), Intimidate +6, Knowledge (arcana) +8, Listen +4, Spellcraft +9, Spot +6
Substitution Levels dragonblood sorcerer 1st (replace familiar with Draconic Heritage feat; gain +2 insight bonus on Knowledge [arcana] checks); see *Races of the Dragon* 107 for details
Possessions combat gear plus *ring of protection* +1, 750 gp diamond dust, spell component pouch

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Draconic Vigor Whenever Shadow or Night cast an arcane spell, the caster heals a number of points of damage equal to the spell's level.

Red Dragon Lineage As a standard action, Shadow or Night can spend an arcane spell slot to create a 15-foot cone-shaped burst of fire that deals 1d8 points of damage per level of the spell. Targets can make a successful Reflex save (DC 14 + spell slot's level) for half damage. Targets who fail the save take another 1d8 points of fire damage per spell level in the following round as the flames continue to burn. This extra damage can be avoided in the same manner as alchemist's fire (*PH* 128).

Hook Flashy, try to outdo each other, often refer to Lord Heldrivor

Tactics: Though tough for sorcerers, Shadow and Night know that they can't stand toe to toe against the PCs. They cast spells (as indicated in their statistics block) before any conflict and make quick hit-and-run raids. They deal as much damage as they can in the first rounds of conflict, targeting foes that can be caught in area spells. Thanks to Draconic Vigor, they can last longer than normal in a fight; however, if both spellcasters fall below 10 hitpoints, they flee, hoping to make another attack the next day.

Treasure: The only treasure is the items carried or worn by the two sorcerers.

3. Entrance to the Shrine (EL 11)

Ahead are two structures with doors. One is a freestanding fortification with no visible windows, the other a doorway set info the valley wall. Four big trees, twisted into the shapes of dragons, sit between the two buildings. As you watch, one of the trees moves its head swinging about as if looking for something.

This is the entrance to the Shrine of Dragon Fall, which is tended by four twilight guardians (see page 121)—spirits of the dragons that spent the last days of their lives defending the shrine. They have long since forgotten that they were defending the shrine from others of their kind. Instead, they act only on the instinct that this is a place for dragons, not other races. Thus, they leave true dragons unmolested, but they attack any other creature that approaches the shrine. However, they do not enter the shrine, ignoring any creature that manages to get inside.

Twilight Guardian (4): hp 70, 74, 78, 82; see page 121.

Tactics: The twilight guardians have little in the way of tactics. They attack anything except true dragons that comes within 100 feet of the Shrine of Dragon Fall, but they make no effort to move into any part of the shrine.

4. The Shrine of Dragon Fall

The walls of this place are made of stone blocks fitted tightly together. A strong smell of dust fills the air, along with the faint scent of something that has been burned. The hallways are 15 feet across and twice that in height. Runes and short phrases of wisdom are scrawled on every stone surface in Draconic, in a large script that seems carved by crude tools or talons.

The shrine is empty, most of the defensive spells long since faded. It still has the same separation from the Astral and Ethereal Planes as the rest of the valley, and a few other protections remain (detailed below).

Area 1: The Lore House. This large building has two big wooden doors on the west wall, smashed in and smoldering (the work of Heldrivor). The interior is one big chamber; on its walls, the history of the *dragonfont* is written in Draconic.

Area 2: Entry Hall. As with the lore house, the wooden doors here have been smashed in. Many complex gears and metal struts lie scattered and broken across the floor. A DC 15 Search check identifies them as traps that once guarded the doors and floor of the entrance, but now they too are smashed and inoperative.

Area 3: The Maze. This area was designed as a tribute to the many dragons that built the shrine and worked to eliminate the threat of the *dragonfont*. Here, dragons of all sizes can be comfortable. Thus, while Heldrivor can move through most of its halls easily, sections designed for smaller creatures exist as well.

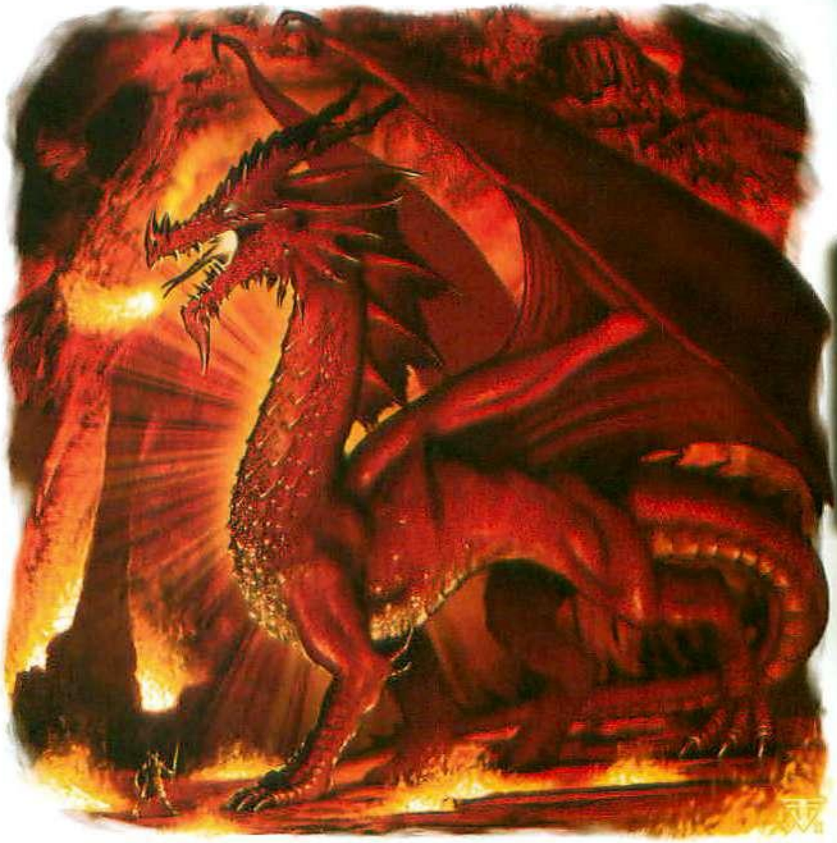
Area 4: The Gate. At the eastern end of the maze is the entrance to the *dragonfont*—a massive, wrought iron gate inlaid with defensive spells. It resembles adamantine (hardness 20, 240 hp, 6 inches thick) and is immune to any spell of 6th level or lower. The gate opens easily at the touch of a good-aligned true dragon, but any other creature must make a DC 40 Strength check to force it open. All these magics are ingrained into the doors as part of the shrine, and they stop functioning if the gate is successfully destroyed or removed.

Area 5: Dragonfont Chamber. This rough-hewn chamber houses the *dragonfont*, described in encounter 6 (below). Its walls are unworked, and it lacks the runes and draconic phrases common throughout the rest of the shrine. The skeletal remains of a Colossal dragon lie in the far eastern section of the chamber.

5. Confrontation with Heldrivor (EL 14)

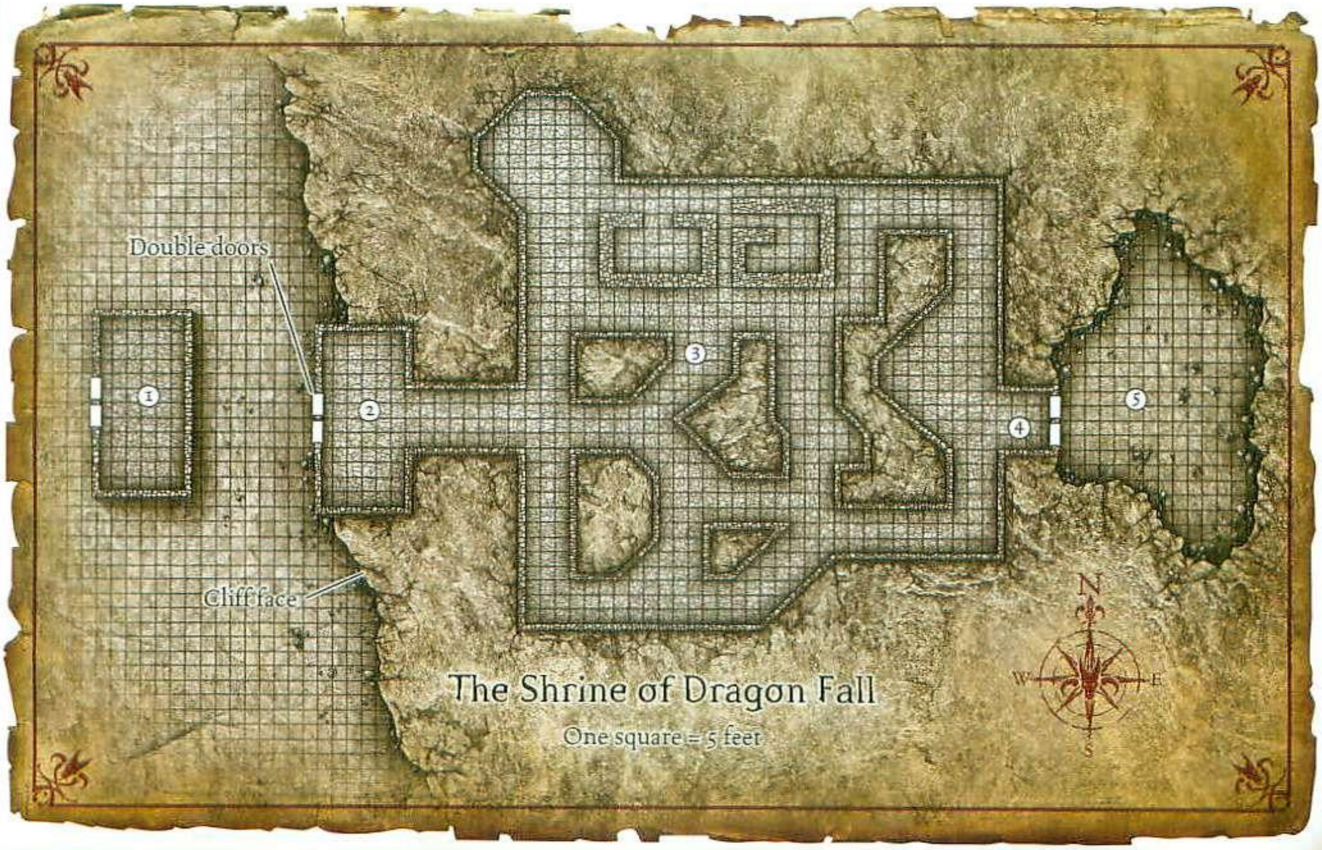
You feel waves of heat rolling through the air toward you. Then a creature comes into sight, and the reason for the heat is clear. It is a dragon of bright crimson, larger than an elephant, muscles rippling under a thick hide adorned with gems, platinum, and gold. Its horned head is/tiled with massive fangs too long to be contained fully within its mouth. Hot air ripples around the dragon, and flickers of flame spark from every inch of its form, scorching the floor and walls neurit.

Once the PCs are inside the Shrine of Dragon Fall, they must deal with Heldrivor—the extremely dangerous climax of the adventure. Heldrivor is a very difficult encounter for a group of 11th-level PCs. and a major encounter even for 13th-level characters. If they haven't taken steps to deal with a red dragon (such as gaining protection from fire attacks and bringing spells and weapons appropriate for a fight with such a foe), the PCs might well fail. Confident in his abilities, Heldrivor is unwilling to negotiate or take time for a discussion. It's true that inside the shrine, his flight and



The mighty Heldrivor

Illus. by F. Vohwinkel



mobility are less of an advantage, but by the same token, the PCs have little hope of getting away from him during a fight. He is likely the most powerful foe they've ever faced.

Heldrivor's only interest is passing through the gate to the *dragonfont,* and while he fights the PCs wholeheartedly, he doesn't pursue them if they flee. However, if the characters return to the shrine later, the red dragon sees them as a persistent threat and chases them if they retreat again. As a result, most of the fight is likely to take place in the shrine's maze.

HELDRIVOR CR 14

Male young adult red dragon sorcerer 1
CE Huge dragon (fire)
Init +4; Senses blindsense 60 ft., darkvision 120 ft., low-light vision (4 human); Listen +20, Spot +20
Aura corrupting presence (150 ft., DC 21)
Languages Common, Draconic, Dwarven

AC 27, touch 9, flat-footed 27
(–2 size, +18 natural, +1 insight)
hp 225 (20 HD); DR 5/magic
SR 19
Immune fire, sleep, paralysis; *detect thoughts, discern lies (ring of mind shielding)*
Fort +17, **Ref** +12, **Will** +16
Weakness vulnerability to cold

Speed 40 ft. (8 squares), fly 150 ft. (poor)
Melee bite +22 (3d8+15/19-20) and
2 claws +20/+20 (2d6+10) and
2 wings +20/+20 (1d8+10) and
1 tail slap +20 (2d6+20)
Space 15 ft.; Reach 10 ft., 15 ft. with bite
Base Atk +19; Grp+37
Atk Options bull rush (1d20+22 Str check), Combat Reflexes, Power Attack (–5 attack/+5 damage included above)
Special Actions breath weapon, crush
Sorcerer Spells Known (CL 6th):
3rd (3/day)—*ferocity of sanguine rage*†
2nd (6/day)—*dragoneye rune*†, *web* (DC 14)
1st (7/day)—*magic missile, ray of enfeeblement* (+17 ranged touch), *shield, true strike*
0 (6/day)—*arcane mark, detect magic, detect poison, mending, open/close, prestidigitation, read magic*
Spell-Like Abilities (CL 6th):
3/day—*detect thoughts* (DC 14; replaces normal *locate object* spell-like ability)

Abilities Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14
Feats Combat Reflexes, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Multiattack, Power Attack
Skills Concentration +20, Intimidate +20, Knowledge (arcana) +15, Knowledge (history) +15, Listen +20, Search +20, Sense Motive +27, Spellcraft +20, Spot +20
Possessions combat gear plus *ring of mind shielding, rod of metal and mineral detection,* dusty rose *ioun stone,* 150 pp (embedded in wings), 3,325 gp (embedded in sides and belly), 5 star rubies (1,000 gp each, embedded in chest), 65 bloodstones (50 gp each, embedded along spine)

Corrupting Presence (Ex) Whenever Heldrivor attacks, charges, or flies overhead, creatures within 150 feet that have 19 HD or fewer become sickened for 2d6 rounds. Creatures with 4 or fewer HD instead become nauseated for 2d6 rounds. A DC 21 Fortitude save negates this effect and renders the creature immune to Heldrivor's corrupting presence for 24 hours. Other dragons ignore the corrupting presence. This ability replaces Heldrivor's frightful presence.
Breath Weapon (Su) Once every 1d4 rounds, 50-ft. cone, 10d10 fire, Reflex DC 24.
Crush (Ex) When flying or jumping, as a standard action, Heldrivor can land on targets who are three or more size categories smaller than him, using his whole body to crush them. Targets must make a successful DC 24 Reflex save or be pinned, automatically taking 2d8+15 points of bludgeoning damage in the next round and in each subsequent round that they remain pinned. See *MM* 68 for more details.

Hook Arrogant, thinks of everything as a game of hide and seek

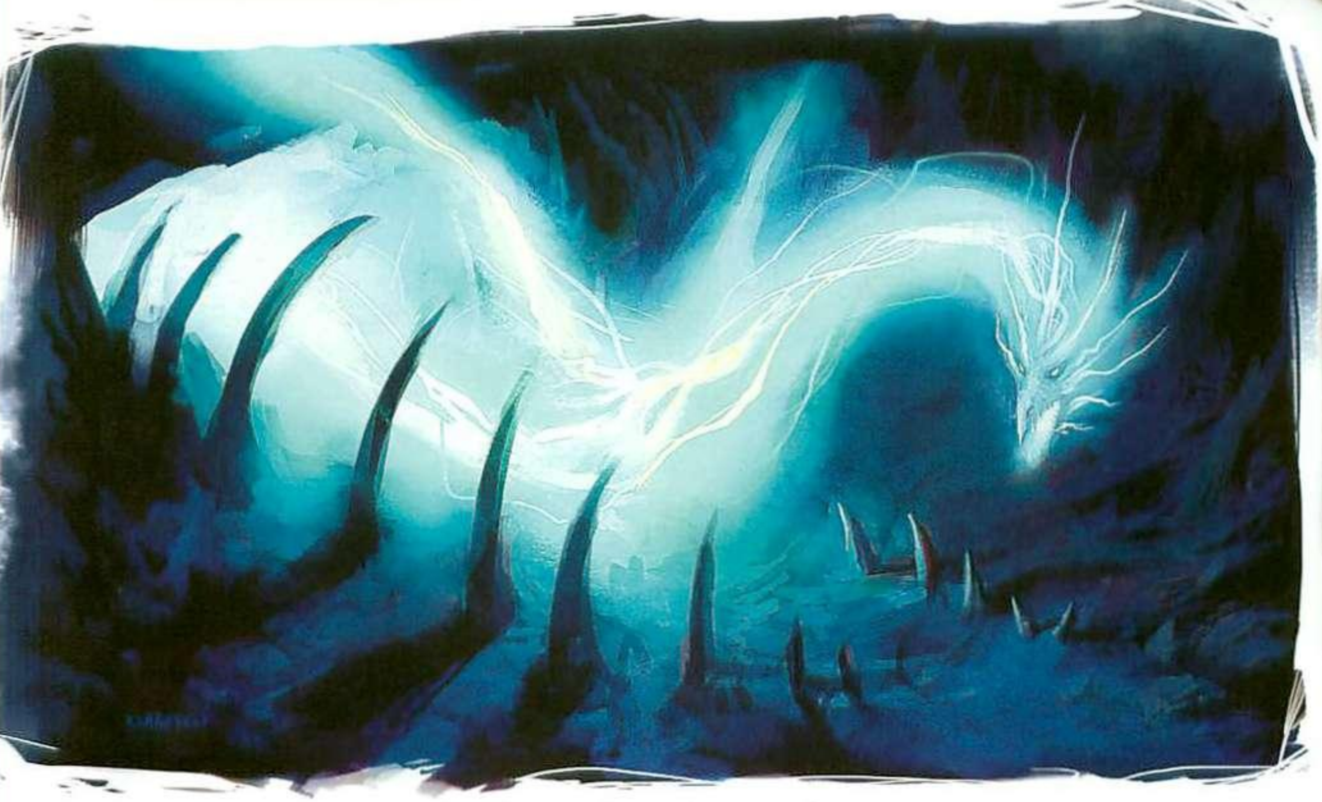
Tactics: Heldrivor treats any fight as a game of hide and seek, proudly claiming to have "found" foes before engulfing them in flame or attacking them. His bite is his most potent weapon, and if at all possible, he threatens multiple foes with its extended reach. He uses bull rush to push opponents around the battlefield, particularly when he can put a vulnerable back-rank enemy within reach by doing so. When possible, he uses *detect* thoughts before a fight begins to gauge enemy strengths.

Developments: If Heldrivor is defeated but escapes, he becomes an implacable foe, sending minions to harass the PCs and working against their goals just to stymie them. It he drives off the characters, it gets him no closer to accessing the *dragonfont.* Given as much as a week, he can have his minions kidnap a good-aligned dragon and force it to open the gate. However, if the PCs manage to delay him for at least two weeks, Amaravine finally arrives with enough allies to convince Heldrivor to flee.

Treasure: Heldrivor has no treasure other than what he carries and has embedded in his hide.

6. The Dragonfont

This vast, rough chamber of rock seems neither finished nor abandoned, as the rest of the shrine does. A rich azure light illuminates the room, emanating from a glowing form in the middle of the chamber. The form seems to be a dragon made of pure blue energy, but its shape and size constantly shift and flow. The form seems almost liquid, and deep within it you can see small motes of bright, white light. Beyond the glowing form, an enormous draconic skeleton lays on the floor, unmoving.



The ancient dragonfont awaits a new set of masters

Illus. by Daarken

This is the dragonfont, the ancient relic forgotten by most of dragonkind. It still can combine the powers of multiple dragons in limited ways, though it no longer has the world-changing influence that caused elder dragons to hide it away eons ago. When multiple creatures that are of the dragon type or the dragonblood subtype, or that have draconic feats, gather to cast a spell at the *dragonfont*, they can combine their mystic powers. A single creature is selected to cast a spell, and even' other creature present makes a DC 15 Spellcraft check to aid in this endeavor. For each successful check, increase the caster level of the creature engaged in spellcasting by 1 (only for the purpose of a spell cast immediately at the *dragonfont*). Aiding the caster in this way is exhausting, dealing 1 point of Constitution damage to each other participant. This damage represents the energy taken from the participant and infused into the draconic spellcaster. Any effect that prevents a participant from taking this damage also prevents it from granting a caster level boost.

If you want to add new rules and options from *Dragon Magic* to your campaign, you can allow the PCs to undergo a ritual at the *dragonfont* to alter their characters so they can use the new material. For example, a paladin could switch to the dragonfire adept class, or any character could give up feats in order to gain the Dragontouched feat and other draconic feats for which that is a prerequisite. (Chapter 8 of *Player's Handbook II* provides rules for revising characters in this manner.) Because these changes require sacrificing class features and teats of equal power and are purely at your option, they do not count as treasure. This is simply an excellent in-game excuse to let players rebuild their characters to use the new rules from this book.

Developments: The confirmed existence of the *dragonfont* sends a shock wave through the dragon community. Many dragons begin to explore other draconic legends, seeking magic long since forgotten. These dragons must interact more directly with other races, as advisors or foes, to access the records and sites needed for their quest. (See Draconic Campaign Models, page 133. for ideas on how this new level of interaction might alter your campaign.)

If Heldrivor is thwarted. Amaravine eventually arrives and sets up a community of scholars of all races to explore and defend the dragon/out. The First Scroll becomes very involved, establishing the shrine as one of its centers of great learning. The PCs, treated as heroes by the new town that springs up within the valley, receive unlettered access to the *dragonfont*. As the curious researchers study the writings of the shrine, they discover clues to other ancient vaults full of dragon secrets, and the PCs are given the first chance to pursue those leads.

If Heldrivor is not defeated and takes control of the *dragonfont*, he begins using its power to create stronger minions and build a kingdom centered in the valley. The Harrowers soon place him high on their list of dragons to be brought down, and they offer the PCs opportunities to gain revenge on him.

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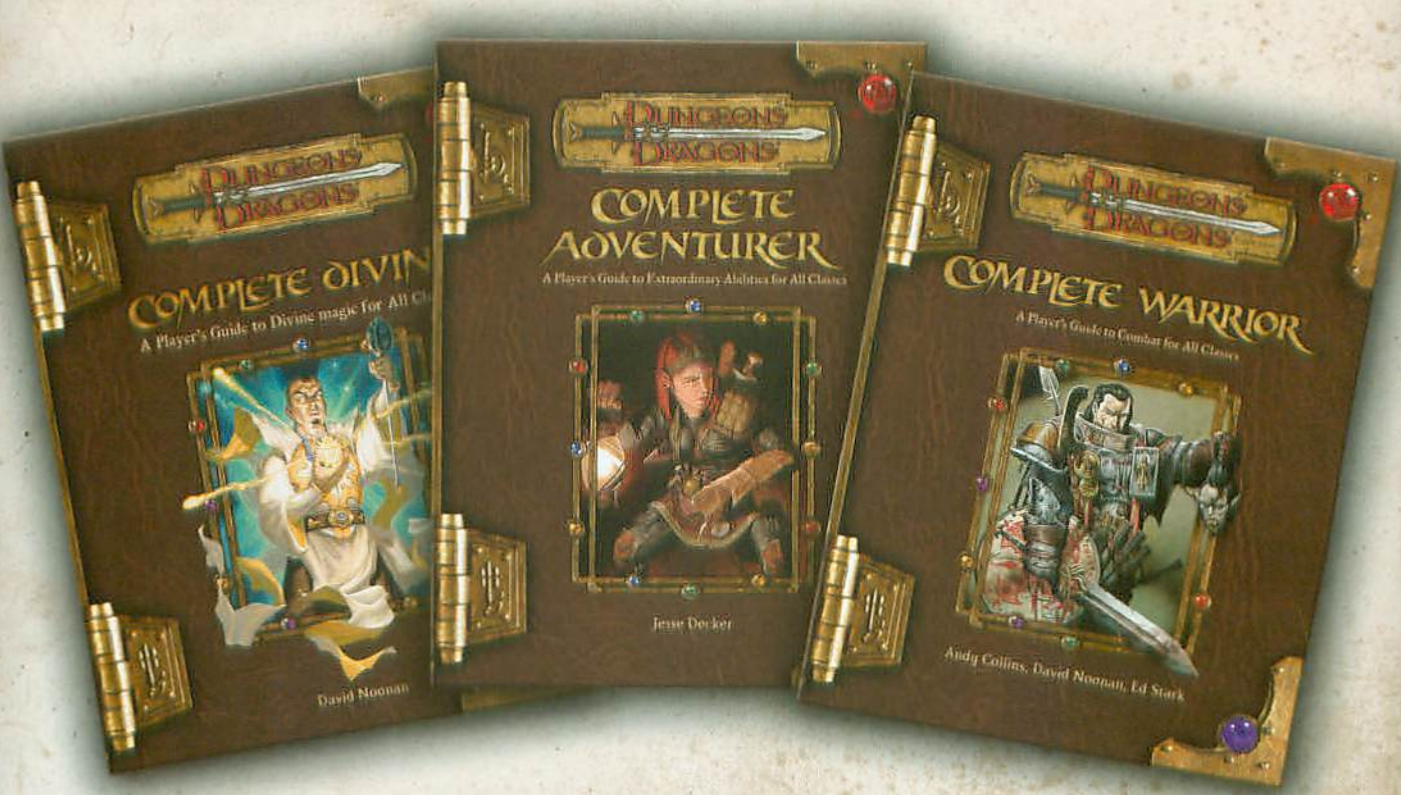
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